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JANUARY '98

ISSUE #108



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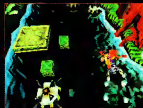


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## imagine

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## issue 106

## Loading

hey, are you guys having  
a rough morning or what?

## frank o'connor

foconnor@ultragg.com

Editor Frank O'Connor says "There's never a rough morning in Scotland, lais and lassies! Unless, of course, you're in sheep. Things can get harsh when the baggis pot is calling."

## roger burchill

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Reviews Editor Roger Burchill never has rough mornings. His secret? "I figured out years ago that if I stayed in bed until noon or so, that whole morning thing would just go away," yawns Roger.

## mike salmon

msalmon@ultragg.com

Senior Editor Mike Salmon has had his share of rough mornings. "Sometimes the damn limo driver just forgets where I live," says Mike. "Or maybe I'm the one who forgot that..."

## francesca reyes

freyes@ultragg.com

Associate Editor Francesca Reyes always has the best of mornings! "Well, they're OK until I get to work, and then I have to put up with these guys. The day pretty much goes downhill from there."

## bill donohue

bdonohue@ultragg.com

Managing Editor Bill Donohue says "I'm not having a bad morning, damn you! Hey, try to breathe quieter, OK? THAT'S IT! WHERE'S MY SHOTGUN? ACK! AHHHEEE I CAN'T KNOW! GIMME WHAT'S IN THE BAGGII!"

## screamin' crayons

ERIC, DEBBIE & LISA: "It's always sunny in Crayon Land. Listen to the little birdies sing! 'Tweet, tweet!' go the birdies. We want to fly just like the little birdies do! Good morning!"

welcome  
to january  
issue 106...

It's time to welcome in the new year and what better way to do that than by digging in to our January issue? Besides our always hot reviews and previews sections, we've also got a special ULTRA Strategy feature that covers quite a few of the games you probably just unwrapped last week. Plus, we've also dragged out our Crystal Ball, dusted it off and peered deep into the future of videogames, where we garnered our top 50 predictions just for you. How many will come true? Hell, we don't know. What do we look like? A bunch of TV psychics? Wait a minute... don't answer that question... Anyway, we hope you'll enjoy the issue. >>> BILL

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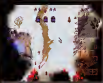
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# ON THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion.

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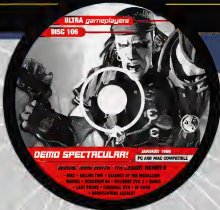


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## mac previews

### Killing Time

Ghosts, zombies and mutant clowns won't stop you from enjoying this cool shooter.

### essence of the medallion

A new photo-elastic adventure game, exclusively for the Mac!



## pc previews

### dark earth

A real time adventure in a very grim future!

### 7th legion

More levels for this fantastic real time strategy game.

### heaven ii

An all new Heaven II demo with more features and bad guys to kill!

### ms cart precision racing

Microsoft's CART racing game screams onto your PC.

### nba action '98

Saga's basketball game finally arrives for your hard drive to the hole.

## bootcamp

We've got bouncing bundles of moves for *Dead or Alive*! Know your enemy! Kill all who oppose your philosophy!

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## demos featured this month

<http://www.ultrapg.com>


## videogame movies

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

Four minutes of Resident Evil 2 • Red Asphalt • Bug Riders • Cardinal Syn • Monster Rancher • Newmann-Haas Racing • Sonic R • Gamebreaker • Panzer Dragoon Sage • Nagano Winter Olympics • Sports • Last Bronx • FIFA '98 • Lamborghini 64

## code crypt

Tired of driving that old VW bus across that foggy Golden Gate Bridge? Well, don't worry! We reveal all of the keys to the first track of San Francisco Rush! You'll be styling in a taxi in no time (oops...)

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## pc installation:

1. Insert the ULTRA disc into your CD-ROM drive.
2. Open 'My Computer'.
3. Double-click on your CD-ROM drive; usually noted as Drive D.
4. Double-click on 'Start95.'
5. Now experience the glory of demos and movies a go-go!



## movies:

### areofighters assault



They killed your sister and you want revenge. Justice, or whatever.

### g-police



They killed your sister and you want revenge. Justice, or whatever.

### last bronx



They killed your sister and you want revenge. Justice, or whatever.

### sonic r



Why drive or fly when you can run? The hedgehog is back!

### lamborghini 64



They killed your sister and you want revenge. Justice, or whatever.



Dark Earth

CART Precision Racing

## AMOA

## OVERVIEW



Will G-Police be making a raid on an arcade near you? Somebody must have snitched...

### WITH DECREASING REVENUE, ARE DEDICATED MACHINES ON THE WAY OUT?

Every year at the AMOA show, the entire coin-op industry, from arcades to jukeboxes, gets together to show off the latest hardware in an effort to drum up business. For arcade manufacturers, it used to be an opportunity to display brand new hardware and new technologies.

Unfortunately, it's not a time of wine and roses for the arcade business. In fact, according to some industry figures, arcade revenues have been dropping at a rate of about 30% per year. As a result, operators are searching for cheaper, more economical ways to get games for their facilities. One of the most obvious signs of change was the presence of Intel, Microsoft, and Developer's flow. For the first time, the AMOA exhibition has encouraged software developers to display their products for the DAAF.

Don't count the traditional arcade machine out, though. Companies like Midway, Atari, SMK, Cripcom, Sega, Acclaim, and Namco all showed off some impressive new games. It looks like 3D is here to stay, as even traditionally 2D systems go 3D, like the Hyper NeoGeo 64. For the moment, at least, it's the general impression that arcade machines will stay ahead of consoles for just a bit longer.

### FIGHTING BUJUTSU

Konami's Cobra is keen, but the Model 3 remains king.



Cruisin' USA looked and played great in the arcade, but was a horrible accident on the N64.

Konami's vaunted Cobra board made its debut with *Fighting Bujutsu* (or *Fighting Wushu*), its *Virtua Fighter* and *Tekken* killer. The full Cobra board can push five million polygons per second, which is five times more than the previous champ, Sega's Model 3 board. Although using the limited Cobra board (1 million polygons/second), Konami obviously means to use *Fighting Bujutsu* to take on Sega for the fighting game title.

Unfortunately, it looks like Konami will have to wait a bit longer. Judging by the response at AMOA, *Fighting Bujutsu* was more backlash than Namco's *Bloody Roar*. Although the backgrounds, lighting effects, and character faces were much more detailed than *Virtua Fighter 3*, flat arenas and uninspiring gameplay quickly bored attendees, leaving the entire set of FB's unemployed for most of the show.

### HYPER NEOGEO 64

SNK's first 3D system makes a modest splash in the 3D arena.

In many ways, the Hyper NeoGeo 64 is a 3D system designed for the people who don't care for 3D that much. Its 2D capabilities are even more impressive than its predecessor, while its polygon pushing capabilities are just good enough that its 16 MB texture memory can fill in the blanks. There are currently two games available for the HNG64—*Somurai Shodown 64*, and *Road's Edge*.

Topics

## NEWS FEED

Nuki International announced that it has created a light-gun peripheral for the Nintendo 64. The gun features auto-fire, auto-reload, and semi-automatic fire modes. A laser sight attachment will also be available. InterAct is also working on a N64 light-gun that will ship around the same time as Nuki's. There are currently no games to support a light-gun and the peripherals won't release until there is software

to support them. Can anyone say *Duck Hunt 64*?

• 3DFX wooed the computer industry at Comdex with its Voodoo 2 chipset. Titles showcasing the new technology included: *Duke*, *Quake II*, *Need For Speed 2*, *Longbow 2*, and *Turok*. Nearly all the displays had frame counters running on them and every game was running at nearly 100 frames per second. Obviously that is faster than we can even perceive,

continued on pg. 15

*Samurai Shodown 64* has all your favorite arenas and characters rendered in 3D. With 3D movement capabilities and pseudo-3D arenas, it's just like *Samurai Shodown*, in 3D. That's pretty much it.

*Road's Edge*, on the other hand, was an off road racer, with lots of cars and shortcuts. While it's no *San Francisco Rush*, the courses were well designed, and looked pretty nifty, too.

## Pay PCs?

Paying to play PCs

One of the biggest movements at AMOA was the Intel-driven OAA\*, or Open Arcade Architecture Forum. It's a group of 80 or so developers devoted to making OAA the greatest thing since sliced bread. That means they've got their work cut out for them.

The Open Arcade Architecture is essentially an off-the-rack 266 MHz Pentium II computer with a 3Dfx board and a really big TV monitor. Of these 80 developers, manufacturers like Hasbro and Dynaero are making cabinets to hold the PCs so the system doesn't look like a PC.

So far, there will 20 or so games coming out for the OAA by the end of this year. Among those will be custom versions of *Quake*, *G-Police*, and *Duke Nukem*. Since these games are popular on the PCs, Intel is betting you'll love them in the arcade, too.

Arcade operators, however, are asking the question, "Why would a person who owns a PC pay money to play it in my arcade?" Good question.

Two possible answers. First, most developers plan to make spe-

Would you pay a quarter to kill folks in an arcade version of *Quake*?



*San Francisco Rush* was a bunch of fun in the arcade, but the game really began to shine once it made the trip to the N64.

cial features available in OAA that just aren't cost effective on the standard PC. Things like increased texture memory, symmetric multi-processing (SMP), and high-end force feedback will only be available in the OAA version of a game.

The second is that some games will come out in arcades first, PCs second. Unfortunately, there are no general exclusivity contracts, and Intel has left it up to operators and developers to work it out.

## AMOA Hot Picks

With any luck, this year's arcade games will be on your Nintendo 64, Sony PlayStation, PC, and Dual by 1998.

**Motor Raid (Sega)** - *WipeOut* meets *Road Rush* in a cross solar-system technobike championship. Kick, slash, and outpace your opponents on stunning Model 3 rendered courses. Moving this polygon monster to the Saturn may be not to impossible, but if the Dual can run *Super 6T*, can this one be far behind?

**Off Road Challenge (Midway)** - The redneck version of *Cruisin' USA*. All the roadkill-makin', exploitation, 4-move in-joke'n' gameplay that made the *Cruisin'* series great is here, except this time, you're driving a truck. The course design, however, has more shortcuts and paths a la *San Francisco Rush*, while a nifty car upgrade feature gives you more incentive to compete than a scantily-clad, four-frame trophy girl.

**T-Rex (Angel Studios)** - A great demo for the OAA platform. You get to do what you've been dreaming of since *Jurassic Park*: Take full control of an eerily lifelike *Tyrannosaurus Rex* and use it to mangle other dinosaurs. Nip your prey and it starts limping. Or just shred it in your jaws and toss away the leftovers.

**KFL Blitz (Midway)** - Based on 3Dfx hardware, it's the first polygonal arcade football game. Excellent animation and simple gameplay. It's not a sim, but has great instant replay value. You're not supposed to worry about how accurate the passing defense is, but how nasty that tackle looks.

## NEWS FEED continued from pg 14

but what it means is that games can utilize the *Voodoo 2* to push at least twice as many polygons as current games. • The N64 continues to struggle in Japan. Famitsu Magazine reported that the N64 is being outsold by the PlayStation at an alarming rate of ten to one. Other sources, including Nintendo, say the ratio is closer to three to one. Either way, it's been a tough battle

for Nintendo in the Next Generation market. One of the biggest detriments in Japan had to be SquareSoft signing on with Sony and releasing *FFVII* for the PlayStation. Ever since that launch, Nintendo has been having major trouble. The release of *Mother 3* (Earthbound here) and *Zeiko 64* should help Nintendo considerably. • Bullfrog intends to release *Populous: The Third Coming*

for the PlayStation in the 2nd quarter of '98. This is the first *Populous* game to make it to the consoles since the early SNES *Populous* game. Reportedly the PlayStation version of the game will take advantage of the PlayStation's control interface rather than being a direct port of the PC version. There haven't been many pure strategy games for the PlayStation, but Bullfrog is

continued on pg 16



# OPTIONS

## NEW! RATING KEY

● ULTRA	★★★★★
● PREMIUM	★★★★
● STANDARD	★★★
● DEFICIENT	★★
● BOOMED	★

- **RATING:** ★★★★★
- **PRODUCT:** The Real Arcade 3 in 1 Jolt Gun
- **COMPANY:** Innovation Extreme
- **SYSTEM:** PlayStation, Saturn
- **PRICE:** \$59.99

Compatible with both the PlayStation and Saturn, the "The Real Arcade" 3 in 1 Jolt Gun's most notable feature is its motorized kick-back action. The kick-back feature is extremely satisfying, especially when set to automatic. The Jolt Gun even comes with a foot pedal and the extra calibration plug for full compatibility with Namco's Time Crisis. An auto-reload function completes the list of desirable light gun features.

The Jolt Gun's only real drawbacks are that it is rather noisy and can disturb others in close vicinity (the user won't care), and the unit is slightly heavier than most other light guns on the market. Also, with all the plugs and cords sprouting from the base of the gun's handle,

wire tangles can be an annoyance. Despite these few irritations, there is really no light gun on the market that compares to the Jolt Gun when it comes to pure gadget coolness.



- **RATING:** ★★★
- **PRODUCT:** Rage 3D Game Pad
- **COMPANY:** Thrustmaster
- **SYSTEM:** PC
- **PRICE:** \$39.95

In terms of user friendliness, Thrustmaster has managed to create a game pad in the Rage 3D that is probably the easiest on the market to set up. With the combination of DirectConnect technology and Thrustmaster's own ThrustMapper software, gamers will be hard pressed to find a game that will be incompatible with the unit.

As for the unit itself, the layout allows the game pad to lay flat in the hand for maximum comfort. Unfortunately, the layout and feel of the buttons doesn't live up to the unit's other positive attributes. The group of six buttons on the face of the controller are the most problematic, with their small size and close proximity to each other encouraging unintended inputs. The

two additional buttons at the top of the game pad are difficult to reach and locate in the heat of competition. A four trigger set up on the back of the game pad could have corrected this ergonomic faux pas.

Overall, the Rage 3D is still functional and it's user friendly nature makes it worthy of consideration for those seeking a PC game pad.



- **RATING:** ★★★
- **PRODUCT:** Nintendo NHP-W60 Wireless Headphones
- **COMPANY:** Loral Group LLC
- **SYSTEM:** Multimedia
- **PRICE:** \$49.95

Another in the line of Loral Group's products marketed with the Nintendo license name, the NHP-W60 is a wireless headphone system that hooks up to TVs, stereos, and PCs for unencumbered listening.

Functionality, the NHP-W60 is a comfortable, attractive unit that lives up to its billing: stereo sound with no wires attached. The only problem is that the user must be in an unobstructed field of about 100-degrees wide in front of the unit's receiver to get a clear signal. Move out of this field and there will be considerable interference with the signal or the sound will simply cut out. However, if the unit is utilized with a videogame console or PC, this won't be a problem, but don't think that you'll be able to walk all around the house listening to music with these things.

Considering that the unit lacks a real amplifier, the sound quality of the headphones can

only be considered average at best. If you're the type who likes to crank up the volume, the NHP-W60 may be a little underpowered for your tastes. Still, if convenience means more to you than high fidelity, the NHP-W60 is a nifty product at a decent price.



## NEWS FEED continued from pg. 15

counting on the strength of the *Populous* series and the expanding PlayStation user-base to drive sales of the title. • GT Interactive has bet the proverbial farm on *Duke Nukem 64*. The company is turning over 500,000 carts of the first-person shooter. Time will tell if this is a wise move or not. You may remember the downfall of companies like Acclaim was due in large part to overestimating sales (not to mention some real crap games).

• Acclaim's *Quarterback Club 64* is the surprising sales leader in N64 football games. Reports from retailers show *QBC 64* as the #2 selling N64 game, just

ahead of EA's *Madden 64*. Most experts figured the storied *Madden* name would equal a dominating sales effort, but the hi-res graphics and NFL License of *QBC 64* have lead the way to a brilliant sales effort. • Super GT is no longer scheduled for release on Sega's up and coming Dual system. The game has been used to show developers the amazing power of the system, but when the system launches, a brand new racing game will be available. What game, you say? Well, none other than the long overdue *Daytona 2*. The game will release in the arcades first, then be one of the three major launch

continued on pg. 17



# FLASHBACK

As you may have already noticed, UGP has revised its rating system for the Options column starting this month. After over a year of reviewing hardware and peripherals under the old system, we decided that the basic rating system was a bit too basic. Of course, we realize that the product ratings of everything we've reviewed up to this point have been thrown into question. So we've taken a second look and listed below you'll find a revised score for every product the Options column has ever evaluated. We apologize for any confusion this change may cause, but the new system will give a clearer idea of how impressed we are with a product and let you know whether its worth purchasing.

## Product

## Revised Score

Adrenaline Rush 3D Accelerator Card	****1/2
asciIGrip	****
Aver TV Genie	**1/2
BioGrip Joystick	*
Compaq Presario 8000-series PC	***1/2
DVD PC Entertainment Solution	****
EagleMAX Analog Joystick	***
Force FX Joystick	***1/2
game.com	****
Game Guru Enhancer	***1/2
Gunz Arcade Action Shooter	***1/2
gxTV	****
Micron Millennia MME PC	*****
Monster 3D Accelerator Card	***1/2
Namco Joystick	**1/2
NASCAR Pro Racing Wheel	***1/2
Pilot 5000	*****
Pure 3D Accelerator Card	***1/2
Saturn NetLink	**1/2
Saturn Stick	***
Scuba Virtual Immersion Visor	*1/2
Sega 3D Analog Control Pad	***1/2
SharkPad Pro 64	****
Stingray 128/3D Accelerator Card	****
The Glove	***1/2
V3 Racing Wheel	***1/2
Virtual Gun	***
Wireless Pro Controller	***

## NEWS FEED continued from p. 36

titles for the Dural (along with Virtua Striker and some version of Virtua Fight). Analysts are predicting a major jump in the videogame industry by the year 2001. In fact, the report states that the market for the interactive entertainment industry should reach 11.6 million people, that marks a 113% increase from the current state. Online gaming is also set to explode, going from \$58 million to \$670 million by 2001. If these figures prove to be true, then we should finally see a mass market status for games.

# DRAGONBALL Z

## THE FIGHT CONTINUES IN FEBRUARY!



### MORE EPISODES OF THE HIT TV SERIES

## The Saiyans Strike

(Vol. 48) • PG-13 (USA)

The rampaging Saiyans put our heroes to the test! The Earth's Special Forces go all out to attack Nappa, the vicious Saiyan, but can they hold out long enough to allow Goku to arrive, or will Earth fall prey to the Saiyans' destructive plans. Even if they do defeat Nappa, will they have the strength to challenge Vegeta?

## The Return of Goku

(Vol. 7) • PG-13 (USA)

The battle between Nappa and the Earth's Special Forces rages on, but now, Goku has arrived! Will Goku teach the monstrous Saiyan thug a lesson, or will the Earth pay the price?

VHS - English Dubbed \$14.98

(runtime approx. - approx. 85 min. running time) (each)

### THE UNCUT MOVIE!

## The Tree Of Might

An evil tree has been planted on Earth and threatens to suck all the energy out of the planet. Can Goku and the Earth's Special Forces destroy the Tree of Might before the evil Saiyan who planted it can devour all of the Earth's energy?

VHS - English Dubbed \$19.98 (VHS-A-01100)

VHS - English Subtitled \$24.98 (VHS-B-01100)

DVD - \$29.98 (DVD-A-01100)

Laserdisc - \$29.98 (Laser-B-01100)

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nhl® all-star hockey '98







**UGP'S**  
**50**

**PREDICTIONS FOR '98**

W

With the next generation of videogames in full swing and games like *Zelda 64*, *Metal Gear Solid*, and *Resident Evil 2* on the horizon, 1998 is shaping up to be a modern renaissance for gaming. But as it is in life, so it is in videogames: the future is uncertain and there are many questions. Will it be the PlayStation or the Nintendo 64 that finally emerges as the preeminent console system? Or will this be the year of Sega's most magnificent comeback, as the Dreamcast system redefines videogaming forever? Or are console systems doomed as the PC continues its unprecedented rise to gaming dominance?

In these troubled times, where can gamers go to find the answers they need? That's right, the ULTRA Gameplayers 50 Big Predictions for 1998 feature! On the following pages are our official predictions for just about anything gaming-related for the coming year. Some of the predictions you will agree with, others you will disagree with, and still others will have you muttering how we should all be behind bars. We wouldn't bet the farm in Vegas with these predictions, but they will give you an indication on where the gaming industry is going in the coming year. We guarantee we won't be right on every single count, but hey, we figure the feature will be a welcome relief from another New Year's Eve spent with Dick Clark. (Not to say that's what we do... Doh!)

# Quarter 1

## INDUSTRY SMORGASBORD

Consolidation rules the day as bigger players continue to eat up smaller players. EA and GT Interactive, in particular, practice gluttony to the extreme, while Activision, Interplay, and Eidos Interactive pick at the leftovers.

## RESIDENT EVIL 2 MIA

Offices and schools remain deserted everywhere as gamers call in sick in the days following the release of Capcom's much anticipated sequel. Bosses and teachers become suspicious when returning absentees converse using terms like 'the master of lockpicking'.

## LARA CROFT SOWS OUT OF TOMB RAIDER 3

Rumors of pregnancy abound as Lara declines a return to the mega-hit series without offering an explanation.

## PRINCE THE RAPPER SETS NEW SALES RECORDS IN MIDDLE EAST

Everyone's favorite Hip Hop hero finally knocks Super Barmen 2 from the number one spot as the Best Selling videogame in the Middle East. Go Figure.

## SEGA ANNOUNCES W3 FOR SATURN

Fearing a year devoid of any income whatsoever, Sega prepares W3 for a Saturn port. The conversion will hardly be arcade-perfect, but the sales of Saturn in Japan will rise enough to hold the company over until the Dreamcast system is ready.

## POP A QUARTER IN THAT PC

Arcade machines will migrate to PC-based hardware and generic cabinetry. True gamers with hot shot PCs will yawn, but Senior Citizens will flock to arcades. Newspapers will run stories of addicted Grandmas blowing their Social Security checks for 'just one more game of Quake'.

## MARV BITES BACK

Marv Albert's voice-overs in NFL Quarterback Club 64 start to go haywire, causing a ruckus throughout the nation. The resulting controversy costs Marv his newest job, auctioneer at charity auctions (or is he really a Victoria's Secret model?).

## THE PC COMETH

Open GL and 3Dfx cards will create a nearly platform independent programming environment for computer games, with quick, if not simultaneous, ports to platforms like SGI, Mac, Unix, and the next wave of console systems.

## T-H Who?

With the success of *Pax Imperia*, *Ghost in the Shell*, as well as their successful WCW license and *Quest 64* for Nintendo, T-Hq will emerge as one of the market's 'hottest' publishers.

## BASEBALL FEVER... CATCH IT!

Opening Day will serve as the release date for approximately two dozen baseball games for the PlayStation and N64, while Sega's *World Series Baseball '98*, the only title that really matters, will be available come Football season.

## NO MORE POST-CHRISTMAS DROUGHTS

*Resident Evil 2* proves to the industry that big games sell no matter when they're released. The rest of the industry, with Sony taking the lead, institutes a year-around release schedule.

## FORCE FEEDBACK BECOMES A FORCE

No, we're not talking about those pseudo-vibrators like Nintendo's Rumble Pak, we're talking about the next wave of force feedback controllers for the PC. Gaming will never be the same.

# Quarter 2

## 6400 OFFICIALLY ANNOUNCED, BUT MISSES U.S. RELEASE DATE

Nintendo will announce and debut the 6400 at E3, and then fail to release the add-on in the U.S. in 1998.

## GOOSE THAT Laid THE GOLDEN EGG FOUND DEAD

3D accelerator manufacturers sue one another into bankruptcy.

## RETRO GAMING MADNESS CONTINUES

We don't know who, and we don't know why, but we're quite certain that someone will attempt to do a remake of *Pong* with 'state-of-the-art 3D Polygonal Graphics'.

## TRouble AT Next GENERATION

Sister mag *Next Generation* curiously publishes an issue with a follow-up cover of Sony's *Nitelo*. Inside, interviews with Trip Hawkins and David Perry. Internal debate brews over whether magazine name should be changed when the next next-generation of gaming arrives.

## MK MYTHOLOGIES SERIES DIES AN EARLY AND WELCOME DEATH

On the heels of numerous pans by critics and reports that gamers actually became nauseated while playing the game, Midway announces that there will be no further installments for the series. *Mortal Kombat Mythologies: Samurai* is the last game ever published under the MK Mythologies title.

## E3 CANCELLED

Citing the fact that nobody wants to go to Atlanta again, E3 will be cancelled as companies adopt a more economic method of informing the industry about their new products. In other words, they'll send out pictures of last year's games with notes attached saying "It'll be like this, except..."

## MORE PC POWER

AGP will become a dominant feature in computers fueled by its utilization to enhance the performance of PC games.

## SEGA OF AMERICA PURGE

After word reaches Sega Enterprises in Japan that SDA is planning to change the name of the new Sega console system from Dural to Uranus, a complete house cleaning takes place.

## ANALOG CONTROLLER BECOMES PACK-IN

As more and more games offer analog control and the PlayStation seeks to maintain its dominance of the console market, Sony's Analog Controller will become the standard pack-in controller for the PlayStation.

## NO MORE PAY TO PLAY

Fee-based online gaming networks will move to advertising as their primary source of revenue.

## MORE STRANGE JAPANESE GAMES TRICKLE IN

Considering the critical acclaim that *Princess Maker 2* has received, games with a uniquely Japanese character will be given a chance in the U.S. Bet on Girlfriend simulators to be part of the next wave.

## ZELDA TO THE RESCUE

The grumbling among the legion of Nintendo 64 owners has grown louder as quality titles remain few and far between. The arrival of the long awaited *Zelda 64* quiets the masses, as groans are replaced with squeals of ecstasy from delirious Nintendo fans.

## SQUARE ENSURES PLAYSTATION'S RPG MARKETSHARE

Despite all the hoopla *Zelda* will create, the release of *Parasite Eve* from Square Soft will ensure that the PlayStation is the platform of choice for RPG fans. On the horizon? *Final Fantasy VII*.



MK Mythologies

## Making the Grade

### THE RESULTS OF UGP'S 1997 PREDICTIONS

Since 1997 was the first year for ULTRA GamePlayers 50 Big Predictions, we thought we'd take a look back and see how we fared.

### MOST ACCURATE PREDICTION: 6400 IS DELAYED.

With Nintendo's notorious track record for being overly optimistic in regards to release dates, this was practically a sure thing.

### MOST INACCURATE PREDICTION: MK LAUNCHES WITH MILD SUCCESS.

We couldn't imagine any company spending a 100 million dollars and subsequently not doing anything with its new hot shot chipset. We were wrong.

### PREDICTION THAT GOT US IN TROUBLE: FORMER GIANT ACCLAIM BETS OUT OF VIDEOGAME BUSINESS.

Acclaim didn't really appreciate being characterized as losers, but subsequent releases of quality games like *Turok: Dinosaur Hunter* and *Extreme G* had UGP eating some crow (thankfully, it wasn't *The Crow: City of Angels*).

### 1997 Final Grade: 54% (21 out of 50)

**Analysis:** Okay, so maybe we were even a little lenient on our grading to get it up to 54%, but we figure that a ratio of about 1:2 isn't all that bad. In fact, if you were to look at it in terms of baseball, a .540 average would make us the greatest batter of all time! (No, that logic didn't work with our teachers in high school, either.)



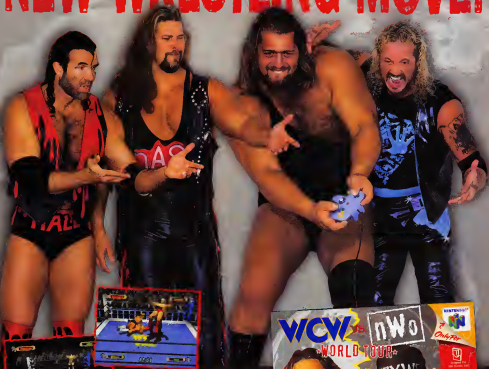
6400



Zelda



# THE GIANT DEMONSTRATES HIS MOST DEVASTATING NEW WRESTLING MOVE.



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- Over 40 wrestlers, including more than 20 WCW and NWO superstars: Hollywood Hogan, Sting, The Giant, Lex Luger, Ric Flair, The Outsiders, The Steiner Brothers, Dean Malenko, Syxx, Eddy Guerrero, Chris Benoit, Scott Norton, Ray Mysterio, Jr., Steven Regal, Ultimo Dragon, Buff Bagwell, and many more!

- Each wrestler has 30 to 40 moves, including his own signature moves
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## Quarter 3

PLAYSTATION HARDWARE  
AND SOFTWARE PRICE DROP

Sony finally lowers price of PlayStation to \$99 and brings the M.S.R.P. of all PlayStation titles to \$40 or less, citing the success of its Power Price line-up.

## PARAPPA TO WORK WITH TUPAC

Chop Chop Master Onion is picked up as the main suspect in the drive by shooting death of Parappa. "What the hell was he doing wearing that red hat in Crispe territory anyway?" asked Onion.

## METAL GEAR SOLID EXPLODES

The most anticipated game of 1996 arrives and utterly demolishes PlayStation game sales records. Reports surface of Konami executives rolling naked in piles of money.

## LINK CHASE FOR N64

Nintendo will release a special multi-tap that allows two N64s to be linked together. Up to eight players will be able to play certain future titles.

## SPICE GIRLS VIDEOGAME FLOPS

With their 15 minutes of fame seriously over, the Spice Girls videogame will arrive to an apathetic public. Why do we have the feeling that the game will utilize the *Fantastic 4* game engine?

## DUAL SHARK RELEASE

Sega surprises the games industry by releasing the Dual system four months ahead of schedule and only through a Kwik-E Mart in New Jersey. After lack luster sales and considerable mocking from its competitors, Sega denies the incident ever happened.

## FINAL FANTASY 4:HD?

Square Soft announces that it will develop games for the 6400, but refuses to specify what games they might be.

## TIMEN 3 TAKES PLAYSTATION TO ITS LIMITS

Namco will finally release *Tekken 3* (although later than expected). The game will be great, but not as good as the arcade. The gap between the PlayStation and Arcade/Accelerated PC titles will become extremely pronounced, and all eyes will look towards PlayStation 2.

## LARA GIVES BIRTH

Lara Croft gives birth to twins, suspiciously named Mario and Luigi.

NEW NINTENDO  
HANDHELD DEBUTS

Running out of ways to repackaging the Game Boy, Nintendo finally launches a new 32-bit handheld unit with a color screen. First

available title for the new unit?  
*Tetrisphere*. Oh boy...

## PLAYSTATION PROSPERS

Despite the looming releases of Nintendo's 6400 and Sega's Dual System, PlayStation breaks the 10 million unit U.S. installed base level even before the '98 Christmas shopping season.



Parappa the Rapper

10 THINGS WE'D  
LOVE TO SEE IN  
1998, BUT  
PROBABLY WON'T

1. Jumping Flash 3.
2. RPGs that don't make you stop and fight every ten seconds.
3. Sega back on equal footing with Sony and Nintendo.
4. PCs that don't need "tweaking" to run games.
5. Better, more, and cheaper N64 games (one out of three would be nice...).
6. An uncensored South Park role playing game.
7. Fewer sequels of great games and more new great games that warrant sequels.
8. PlayStation 2.
9. New state-of-the-art arcade games that cost a quarter to play.
10. Consoles as powerful as PCs or PCs that cost \$100.

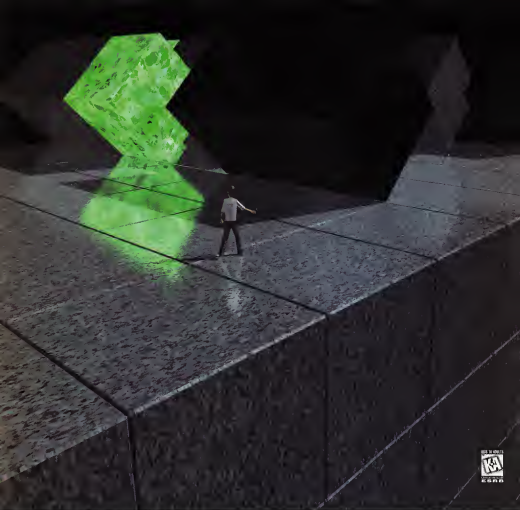


Spice Girls



Metal Gear Solid





**IF YOU'VE GOT A QUICK MIND AND EVEN QUICKER THUMBS, YOU CAN OUTWIT THE GEOMETRIC TERRORS IN THIS 3-D BRAIN TWISTER AND EARN A SCORE THAT'LL HAVE YOUR CHUMS KNEELING AT YOUR GENIUS FEET. OF COURSE, THERE'S ALWAYS A FLIP SIDE: FAILURE EQUALS DEATH. AND ETERNAL DUMBNESS. HAVE FUN.**



**Only on PlayStation.**

**Intelligent  
Qube**

## Quarter 4

## DUAL ARRIVES

Sega rushes the Dual System to market with only a handful of superior Arcade translations (*NF3*, *Super GT*, *Lost World Arcade*) and a few big name PC game ports (*Quake 2*, *StarCraft*, and *Duke Nukem Forever*). Japanese gamers buy the \$199 system in droves, but U.S. buyers remain cautious.

## THE 32X REINCARNATED

Not content with capturing the hardcore gamers market with the Dual, Sega announces the Saturn 64X add-on for the half dozen gamers not quite ready to scrip their Saturn.

## VIRTUA FIGHTER 4 ANNOUNCED

Yu Suzuki will decide to finally do a *Virtua Fighter 4*, after sales of the VF3 port for the Dual system sales extremely well.

## DUAL ADD-ON FOR PCs ANNOUNCED

PowerVR will do a special board for the PC that will allow for PCs to play Dual games directly. The unit will have will have direct inputs for Dual controllers and feature onboard memory.

## 'DRAY, SO WE LIE...'

Nintendo sues itself for breaching its 'Quality, Not Quantity' contract.

## BLACK BELT RETURNS

3Dfx decides to reenter the console market with a system backed by Microsoft. Intel is a possible candidate to manufacture the CPU.

## THE BAD NEWS...

As if any serious gamer would consider playing with anything less, PC developers raise minimum system requirements to a Pentium 200; 32MB RAM; 12X CD-ROM; 3D Accelerator Card; and 6MB Video Card.

## THE GOOD NEWS...

Well, sort of. You still can't beat the gaming value offered by \$150 console systems, but sub-\$1,000 Pentium II computer systems equipped with AGP and 3Dfx cards will become mainstream gaming platforms.

## NO, REALLY... LARA'S BACK - AGAIN

Lara Croft will be emblazoned on at least 12 videogame magazine covers and two European culture magazines as she prepares for her third adventure, *Tomb Raider 3*.

## INTERNET ACCESS FOR DUAL

It is revealed that Sega's Dual system will come equipped with internet access and gamers will be able to compete with Mac and PC foes over Sega Soft's HeatNet.

## CABLE MODEMS BECOME STANDARD

We said this would happen last year, but these lazy cable companies wouldn't get off their butts and implement this exciting technology. ISON is expensive and everything else is too slow. Oh! Except for our T1 connections at work! (Rough life, eh?)

## ACCLAIM BITES THE BULLET FOR GOOD

Naw, we're just kidding. Actually, with titles like *Turok 2* and *Forsaken* as for 1998, Acclaim's fortunes look to continue in an upward spiral. The only possible threat to Acclaim? A sequel to *Fantastic 4*.

## THE GODFATHER RETURNS

We don't expect the 6400 to make it to the U.S. in 1998, but if it does decide to make an appearance, expect *Super Mario 64 2* to lead the attack.

## ULTRA GAMEPLAYERS PREDICTION FUTURE PROVIN ALL WRONG - AGAIN

No, we weren't kidding, we weren't trying to be funny (well, not completely), and if there was any justice we'd be recognized for the geniuses we are. (We get the feeling that our 54% success rate for last year's predictions will be the highlight of our misguided psychic careers.)



Quake 2

## UGP EDITORS' FORTUNE COOKIES

## FRANK

Fortune Says: Career prospects look to improve. Reality Speaks: Stranded in Scotland due to visa problems, Frank accepts a position as Editor in Chief of ULTRA SheepHerd Magazine. Baaaah!

## BILL

Fortune Says: You will come into a vast sum of money. Reality Speaks: Bill wins the lottery, but subsequent beer purchases leave him destitute by year's end.

## MIKE

Fortune Says: A long lost love will re-enter your life soon. Reality Speaks: A desperate Mary Albert calls Mike in the hopes of getting, um... reacquainted.

## FRAN

Fortune Says: Prepare to take a fantastic journey in the near future. Reality Speaks: Fran's exodus to freedom is cut short as the Canadian government extradites her to answer charges of 'Passport Irregularities'.

## ROGER

Fortune Says: The artistic freedom you seek will soon be yours. Reality Speaks: Roger leaves UGP after landing a starring role in 'The Full Monty, Too'.



Forsaken



Fantastic 4

# The State of RPGs

## The PRESENT and FUTURE of ROLE PLAYING in the US and JAPAN

**A**fter the monstrously successful release of *Final Fantasy VII*, and critical acclaim for others in the genre, RPGs seem to be at an all time high in America. The category that was once relegated to overzealous enthusiasts or D&D nerds has now fascinated a good number of the gaming playing nation, partly due to a rabid marketing approach by various companies. Interest was sparked, hype ensued, and all to reach a conclusion that some of us have known all

along... these games can be pretty damned good! But even with all of the buzz circulating around upcoming titles like *Zelda 64* or *Panzer Dragon* RPG, will there be enough heat to keep the fire going until *FFVII* is long gone and forgotten? Taking a look at some of the bigger games that may or may not be headed our way over the next year might just give us a clue as to whether this sudden "support" for RPG-addiction by the powers that be is just another flash in the pan or something that they're willing to capitalize upon for the future.

### The Future of Role Playing Games

With the overwhelming success of *Final Fantasy VII* in the US, it's likely that we'll begin to see a more positive response on the side of US companies in actively bringing over RPGs to the Western shores. After all, can any company really argue with *FFVII*'s 500K mark in sales in just three days? But will the genre hold our collective interest, and

more importantly, our pocketbooks, enough to persuade an already skeptical "charts & graphs" industry to keep the flow of games coming? This all depends on what we see from Squaresoft and Nintendo in the future. The impact of 32-bit and 64-bit programming has determined that there is always more room for flexibility in providing RPGs with top-notch, immersive graphics and lengthy gameplay. Now it's up to those companies to continue the trend and to attract more enthusiasts into the audience. If we keep pushing the envelope and showing that RPGs are made of more than sickeningly cute superdeformed boys in medieval outfits, then perhaps RPGs won't need to sit on the sidelines to other genres in the future.



### Grandia

Grandia is a role-playing game that takes some of the best camera angles and landscape designs. Grandia was initially picked up for the Saturn by Sega.

However, only to be scrapped several months later. Sega's rumored decision comes on the heels of their tentative agreement to port over the next installment in the Shining series, Shining Force 3. This isn't a bad decision seeing that Shining Force 3 is a more familiar name to Western gamers, but it does mean that Grandia may or may not see the light of Western play. But it has long since been rumored that Working Designs is looking to seize the opportunity to pick up the US publishing rights to Grandia and that it might even possibly show up on the PlayStation, instead of the Sega system. Whether this is a possibility remains to be seen, to say the least. The game itself features some very innovative uses of weaponry in battle (specific weapons determine the 'parameters' of battle), a 'tangible' and fully interactive environment you can examine EVERYTHING, as well as a creative approach to magic combinations (using 'Manna eggs'). Hope for the best with Grandia and it may come out on the Saturn OR the PlayStation.

### Shining Force 3

The most installation in a long line of classic strategy-oriented RPGs, Shining Force 3 looks to be groundbreaking stuff. Military combat appears to follow the same battle system of the former Shining Force titles, but now the one-on-one attacks are featured in full 3D polygonal cinematics. The title will also be the first in a trilogy of Shining Force games, or 'scenarios,' that will be released consecutively over the period of several months centering around the importance of technology in a medieval-ish world. In addition to

that stunning news, another innovation that Sega is rumored to be cooking

up is a 'dynamic' battle system. This means that if you land a hit on an enemy, the Saturn's processor will instantly generate a 'Shining Force' cinematic showing the enemy's reaction. Working Designs will have events to happen that react to the player's actions. If you save, but this doesn't mean that each of the games in the SF trilogy won't quietly stand alone titles, they WILL. With all of these new and innovative features awaiting Saturn owners and RPG enthusiasts, let's hope the storyline will hold just as much power



### Panzer Dragoon Saga

Combine a mega-successful real time shooter with an RPG format and you'll end up with Panzer Dragoon Saga. Sega's response to Japanese fans requesting the game incorporate more RPG elements

has evolved into the Saturn's most eagerly awaited RPG of early '98. The storyline of the game has been written to take place between the original game and its sequel, Panzer Dragoon Zwei, allowing for inclusion of all the thematic and environmental structures of both games. Combat remains action-oriented and consists mainly of flying and shooting, but your character can now ground the dragon and explore towns and villages. A new feature included in the game allows for rearing of your dragon in multiple ways that will directly affect the outcome of the story and the fate of your character. A good blend of action, shooter, RPG and life sim should make Panzer Dragoon Saga one of the more interesting RPGs to emerge on the Saturn this year. The title has been delayed countless times, but US Saturn owners should finally be able to see the game for themselves sometime during the Spring/Summer of this year.

### Lunar: the Silver Star Story

Working Designs' first Saturn title, Lunar: the Silver Star Story is a slightly revised version of the first 3D console RPG, Lunar: the Silver Star. It's built on top of the Saturn's 3D capabilities and has been completely redone for 32-bit, with tear-inducing anime cinematics, more distinct characters and landscape graphics, and an enhanced soundtrack for Lunar, SSS. And for die-hard anime enthusiasts, there's even a Japanese MPEG adapted version, Lunar Complete, which features full-screen animated cutscenes as well as packed-in Lunar trading cards. So, where's the US version of the game? With Sega and Working Designs still somewhat at odds, we'll have to wait and see if it's still slated for US release.

### Phantasy Star W: Phantasy Star Complete Edition

Yes, PS fans... it's true! The Phantasy Star development team is back at it and this time, there are TWO complete games in the works. The drawback to the whole phenomenon is whether or not we'll see a translation of the game over here in the US. With little to no information available on the PSX project, it's rumored that the game will feature hi-res graphics, completely 3D modeled dungeons and a possible prequel or off-shoot storyline that will include only two characters from the previous Phantasy Star titles (Wen and Darr)? You pick. A PS completion disc is also in the works and will be comprised of all four of the PS games previously featured on the Master System as well as the Genesis. For all intents and purposes, the completion disc will be released for the Saturn in anticipation of PSX and therefore, it'll arrive before PSX.



### Lunar Magic School

Lunar Magic School centers around the classroom life of a girl named Elia, whose adventure takes place a full year after the events in Silver Star Story.

Battles concentrate on building experience points and furthering themes concerning Elia and her classmates. Don't plan on seeing this title over on US store shelves, so if you're a big Lunar fan - brush up on your Japanese.



### Parasite Eve

Ah, Aya Brea, the lovely leading lady of the trillion-dollar-looking Square title, Parasite Eve. Already, the office is littered with Aya posters and the word on everyone's lips regarding RPGs is this very game.

Why? Because from the preliminary screenshots, the game

just looks so damn good.

While it is set in New York City, the game has definite *Neonlord* overtones. The town has been infected by a strain of "intelligent mitochondria" that is being spread by a woman called Eve (a female villain), Aya, a detective who begins her adventure at an opera theatre, will hold her number of modern weaponry in order to combat the virus that threatens to bring about the apocalypse. The game's story, based on an award-winning horror novel by Japanese author, Hideaki Sena, is sure to win over some RPG skeptics, if the graphics don't.

Battle sequences, though they look more action-oriented, will incorporate the real time, turn-based fighting found in all Squaresoft RPGs. There's also the incorporation of a "Virus meter" that little is really known about now, but throughout the game, Aya will have to find ways to keep the meter at the lowest level in order to survive. In addition to the spreading epidemic, you'll end up having to fend off the mutants that it spawns. Regular anti-evils turn into ferocious monsters and hopefully we'll be able to witness all the horror for ourselves if Squaresoft keeps to schedule and the game comes out this Spring. Keep those fingers crossed!

### Breath of Fire III

Capcom's RPG series started off with a bang when Squaresoft released the very first in the *BOF* line of games. This time around, the storyline will focus on the present and past of a young boy named Ryu, whose mysterious origin and memories have

been wiped clean by a host of monsters. Throughout the game, he'll uncover clues to his past and realize his important role in the battle against the ever-present threat to his homeland.

For the third installment in the series and the first offering in the line of games on CD, Capcom has taken a more 3D approach by allowing the player to control a 360 degree rotating camera to explore towns and caves. The game boasts more than 50 hours of gameplay and even includes the standard "item fishing" segments from former games, as well as responsibility for maintaining a village of fairies. *BOF3* is definitely one of the more anticipated RPGs of the new year to be confirmed for U.S. release.



### Xenogears

One of the games stirring up hype around the Squaresoft camp in Japan is *Xenogears*, an epic RPG much in the same vein as *FFVII*. With an intricate mix of polygonal characters and pre-rendered backgrounds, there is little separating the splendid visual composition of the two games, but *Xenogears*'s distancing factor lies in its unique battle system. The system will still rely on power, turn-based combat, but the commands entered into the controller for each character will resemble a fighting game more than a standard RPG. *Xenogears*'s storyline involves the discovery and use of large mechs, called "Gears," that figure heavily into the relations between your party and the evil that roams the land. What this means to combat is that you'll also be able to possibly use the "Gears" as battle instruments, thus requiring special moves (remember Sabre's "lightning moves" in *FFVII*). Ah, so you see how

how complex this game has the possibility of being? Well, unless you have a comprehensive knowledge of the Japanese written language, don't count on being able to experience *Xenogears* for yourself. In a Squaresoft press release, the company regrettably announced that due to "sensitive religious issues," the game will never make it to these shores. Major bummer.

### Chocobo's Mysterious Dungeon

Taking elements from two popular RPG series in Japan, Squaresoft will be combining their trademark chocobos with the dungeon/maze designs from *Furui no Shiken* developers, Chun Soft. The meshing of the two will result in one of the stranger Square RPGs. The main character, a Chocobo, can utilize attacks consisting of kicks (a la *Totai No. 2*) and spells acquired by reading books. The super-deformed creature cast will include some of the more notable beasts that have wandered

through former Square titles, such as Moogles. Your character's abilities include spells costing elements or summing entities similar to those in *FFVII*. With intricate dungeon designs and perhaps some more innovative RPG aspects, *CMD* might be an enjoyable romp.

### Front Mission Alternative: FM2

A remake and a sequel to the original 16-bit SNES tactical mech game, *FM* and *FM2* concentrate on the customization and control of your homogenous robot. How you design and implement your mech will lead to either success or failure. While *FM* concerns itself with more tactical and strategic elements, *FM2* will focus more on the storyline of a group of female military cadets who must fend off a hostile enemy's attempted takeover using their trusty mechs.



### Tales of Destiny

Namco's first entry into the RPG market has landed them a solid hit in the Japanese market. Utilizing a battle system, dubbed E-LMS (Enhanced Linear Motion Battle), you'll be able to

adjust the size of the screen while in battle which will emphasize the importance of distance between party members and enemies. With E-LMS, you'll also be able to bottle huge armies or minimize the challenge to a few enemies at a time—an interesting feature for a Namco debut into uncharted genres. The storyline focuses on a rift between the elite "Heavenly people" and the oppressed "Earth people" that is resurrected centuries after the original war took place. Big magical wars and ultra-mythical themes are sure to abound. The best news about the game is that it has an excellent possibility of being ported over by Namco in the US.



### Other Life, Azure Dreams

Although not much is known about Konami's newest RPG in Japan, it does look sweet. The game will follow the adventures of a young boy

who, upon turning 15, seeks to enter a forbidden tower rumored to contain mysterious Demon Eggs, rare items sold and hatched for countless amounts of money. From his youth, the boy had assisted his talented father in the ways of "demon handling" so that he acquired a knack for raising demons and caring for their eggs. After his father dies, he becomes obsessed with entering the legendary, but forbidden "Demon Obelisk." The story sounds incredibly intriguing and contains the potential for real depth, but it remains to be seen whether Konami will release the game, stateside.

### Suikoden 2

While not much is known about the storyline of *Suikoden 2*, we do know that the game is slated for a Japanese release and most likely an American one. With the success and critical acclaim of the first title, things are looking up for US fans of the original. *Suikoden 2*'s new title will be *Atakuski Rokugun*, which in English language means "Red Moon: The Emperor's Country's Fate." Interesting enough, but we'll have to wait and see how the title will weigh into the storyline.

1 *BOF3* topped the Japanese Top 10 for several weeks. Will it have the same reception over here in the States? From a small role in Square's SNES *Secret of Mana*, these birds have made it into a starring role in a game all their own.





# N64 THE GAMES THAT THE N64 DESPERATELY NEEDS BEGIN TO TAKE SHAPE

## Zelda: Ocarina of Time

Zelda: Ocarina of Time is undoubtedly the N64's most eagerly anticipated title. And it looks like it may live up to the expectations, with real-time light-sourcing, real-time combat, and highly detailed environments. The

current buzz surrounding the game right now is the rumor of two versions of the game, a cartridge format supposedly focusing more on action elements, due to the financial constraints of the medium, the 6400 version will have more room for Nintendo to possibly explore the use of CG movies, an expensive CD quality soundtrack, and general game length; all crucial factors in weighing a true RPG's worth. The only real obstacle for this cartridge 'n' CD combo would be that the 6400 is way off in the distance for US residents. But if Nintendo can come up with the cartridge goods on Zelda: Ocarina of Time, and the rumors of a CD expansion disc are true, N64 owners are in for a treat unavailable on any other system!

a time and Square is off with Sony. What we do know is that the game will feature an increasingly expansive storyline and gameplay that's guaranteed to rival any Squaresoft game, simply because it's now destined for the 6400 instead of the old cartridge system, less previously thought.

sage of time. This means that the game will keep track of the amount of time spent playing the game and the skies will darken with the onset of night and brighten with the coming of sunrise. Little things like that will add a layer of realism and control to Quest 64 that gamers will really notice while exploring the massive worlds contained within.

## Quest 64

With competition like Zelda to go up against, Quest's developers, Imagineer, are constantly adding in minute, but unique, details to ensure that the game provides an immersive experience for the eager

RPGer. But, c'mon, gung... does it really matter? Sure it does, to some degree, but for cryin' out loud—it's an N64 RPG! Does it really need anything else? Lucky for us, Imagineer doesn't see it this way. With a completely interactive, real-time battle engine incorporating the use of button combinations in order to wield mighty elemental spells and the utilization of an internal clock that actively affects the game environment, Quest 64 will be carrying a lot of ammo into the showdown with Zelda. The use of the C buttons will enable gamers to combine elements (wind, water, fire, earth) in order to create spells and defeat the enemy. And while you're exploring and awing at the landscape, you'll also notice that your environment will be directly affected by the pas-

be massive (last report was gameplay should check in at around 60+ hours), but it will include a time-sensitive frame, a completely non-linear exploratory system, and it'll only be for the 6400. Nintendo is investing quite a bit into this 6400 launch title, attempting to fully explore the features of the drive in order to make Earthbound 3 a unique experience. The game will utilize the internal clock of the N64 to keep track of Earthbound 3's time-frame, so that even when the system is turned off, the world will continue to evolve and develop. Earthbound will also not only take place in a suburban town, but will hop from dimension to dimension in order to deepen the play across all of the 12 large chapters.

## Super Mario RPG 64 2

The 64-bit sequel to the Squaresoft/Nintendo partnership on the SNES has a lot of N64 owners holding their collective breath in anticipation for more news. The problem is that Nintendo is keeping very tight-lipped on the Mario RPG project, letting slip only small bits of information at

1 Will Nintendo take their RPG line over to Rare for development? Rare has been tight partners with the company since the birth of the N64 and they have the technology to create those lush polygonal environments... Quest 64 should provide N64 owners with a solid intro to forthcoming RPGs.

## The Ever-Changing Status of RPGs

Game Title	Publisher	System	Available (Japan/US)
Alundra (review)	Working Designs	PS	out/out
Breath of Fire II	Capcom	PS	out/1st Qtr
Chocobo's Mystery Dungeon	SCE/Square	PS	out/Unknown
Earthbound	64Nintendo	N64	2nd Qtr/1997
Final Fantasy VII	SCE/Square	PS	1996/Unknown
FF Tactics (review)	SCE/Square	PS	out/out
Front Mission	Alternative/SCE/Square	PS	out/Unknown
Front Mission 2	SCE/Square	PS	out/Unknown
Granada	Unknown	S8	2nd Qtr/Unknown
Lunar Magic	SchoolGame Arts	S8	out/never
Lunar: SSS	Working Designs	S8	out/2nd Qtr?
Magic Knight Rayearth (not news)	Working Designs	S8	out/1st Qtr
Master of Moria	ASC	PS	out/out Qtr
Other Lill, Azure Dreams	Konami	PS	out/Unknown
Panzer Dragon Saga	Sega	PS	2nd Qtr/2nd Qtr
Parasite Eve	SCE/Square	PS	out/ 1st Qtr
Phantasy Star Compilation	Sega	S8	early '96/Unknown
Phantasy Star V	Sega	S8	Unknown/Unknown
Quest 64	TSA-Q	N64	out/2nd Qtr
Saga Frontier (not covered)	SCE/Square	PS	out/1998
Shining Force II	Sega	S8	2nd Qtr/1997
Sukodoku 2	Konami	PS	1996/1997
Super Mario RPG 64 2	Nintendo	N64	Unknown/Unknown
Tales of Destiny	Nintendo	PS	out/Unknown
Timecrisis	SCE/Square	PS	out/never
Zelda: Ocarina of Time	Nintendo	N64	1st Qtr/3rd Qtr

Need a reason to get surround sound? You're about to flip through pages of them.





# PREVIEWS

## FEATURED THIS MONTH

**W** ovel 1998 just got here and already it feels like the year is 1/12 gone. Uh... wait a minute... It is 1/12 gone! Geez, where does the time go? Hmm... we'll work on this disappearing time problem and get back to you with a complete report. Meanwhile, you should maybe check out these previews, while you've still got the time...

<b>KLONDA</b> .....	<b>PG 040</b>
<b>PANZER DRAGON SAGA</b> .....	<b>PG 043</b>
<b>POINT BLANK</b> .....	<b>PG 044</b>
<b>QUAKE 64</b> .....	<b>PG 038</b>
<b>REDLINE</b> .....	<b>PG 043</b>
<b>RESIDENT EVIL 2</b> .....	<b>PG 037</b>
<b>STARSHIP TROOPERS</b> .....	<b>PG 036</b>
<b>STAR TREK: KLINGON GUARD</b> .....	<b>PG 038</b>
<b>VIGILANTE 8</b> .....	<b>PG 042</b>
<b>WAR GAMES</b> .....	<b>PG 044</b>
<b>WWF WARZONE</b> .....	<b>PG 040</b>
<b>ZELDA 64</b> .....	<b>PG 039</b>

# Starship Troopers

SYSTEM PC

PUBLISHER MICROPROSE

DEVELOPER MICROPROSE

RELEASE DATE SUMMER 1998

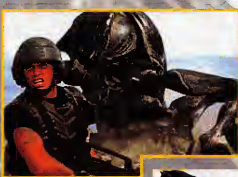
**It's very pretty, but can it fight?**

**F**irst of all, *Starship Troopers*, the movie, is not *Starship Troopers*, the book. In the book, you get a mechanical suit to help you stomp bugs. In the movie, the poor little humans get dismembered and squished by the bugs. Luckily for gamers, the developers at MicroProse read the book and put the Mobile Infantry's Powered Suits into *Starship Troopers*, the game.

Start off your stint in the mobile infantry as a grunt, taking the war to the enemy in orbital combat drops. It's your job to devastate the bugs where they live, eliminating them from the surface of the planet and pursuing their crunchy butts down into bug holes. Accomplishing your mission is only half the battle, though. You still have to make it back to your drop ship and evacuate to safety to fight another day. As you rise in rank, you can accept promotions, command other grunts, and eventually command entire drop teams.

Like the movie, there's a good variety of bugs to fight, from the squat, huge-jawed warmers to the larger beasts and flying bugs. Graphically, the bugs look great close up, and the developers have promised herds of equally impressive-looking beasts flowing at you like waves.

*Starship Troopers* takes place in a complete 3D world, filled with underground tunnels, buildings and, of course, thousands of nasty bugs bent on your destruction. The game's dynamic mission builder adapts to your skills and creates worlds and mission types suited to your performance. The better you fight, the tougher your missions get. Add in multiplayer



While this scene from the movie isn't in the game, just about everything else is!

support for up to 25 players, 3Dfx support, and compatibility with the new generation of force feedback sticks like Microsoft's SideWinder Pro, and you have huge potential for a great game.

Unfortunately, *Starship Troopers* is still very early. All we can really tell right now is it looks pretty, the bugs are numerous and nasty, and the Mobile Infantry Powered Suit is back.

If the lines we've seen outside the theatres are any indication at all, Microprose could have a big time winner on its hands with *Starship Troopers*!



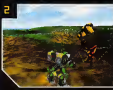
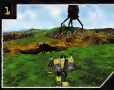
With pieces like these, who needs teeth?



This weapon is cool, but against these big bugs, I want a bigger gun! A whole lot bigger...



I don't think this is what the writer of the *Itay Itay* Spider had in mind when he thought "BUGS!"



1 Bugs, bugs everywhere and not a Roach Motel in sight. What this trooper wouldn't give for a can of Raid! 2 I've got a bunch of your friends planned to a piece of cardboard in my bug collection back home. 3 I know there's some bugs around here somewhere, but they scatter when you turn the lights on.



1 Hi guys, I don't suppose you'd like a nice cube of sugar? 2 So I was running along, with nothing to do, just waiting for this new *Starship Troopers* game...

# Resident Evil 2

SYSTEM: PLAYSTATION

PUBLISHER: CAPCOM

DEVELOPER: CAPCOM

RELEASE DATE: JANUARY/FEBRUARY

## The final countdown has begun...

Even the undead have to walk their zombie dogs. Hey, when's the people's scoop?



What the hell is that thing? A monster or a post-mortem government employee? This IS a police department, after all.



With the release date just around the corner, *Resident Evil 2* has consistently proven to be worth the wait. The details surrounding the story have been clinched and the deal behind the two-disc compilation has been revealed. Some of the more technical aspects of the game were disclosed to the press regarding differences in gameplay. One of the more impressive changes in *RE2* over the original is what Capcom calls a "zapping technique." The "zapping technique" enables numerous situational changes to occur over the course of the game, depending on how you have played through it. The technique creates a more expansive sense of depth in that if you are pursuing all the multiple endings in the game, it'll never be the exact same game as the last—a definite improvement over the first *Resident Evil*. Simply put, if you play through the game and save it to a memory card, the next time you decide to play *RE2*, the experience is guaranteed to be different.

The game takes place two months after the STARS incident at the mansion on the outskirts of Raccoon City. Now, Leon Kennedy and Claire Redfield have arrived in town, each separately searching for clues to the same mystery. What happened to everyone in town and where is the STARS team? Claire, Chris' sister, must gather clues to unravel the uncertainty surrounding her brother's disappearance. Over the course of the game, you'll meet up with other survivors that will push you closer to discovering the truth behind the terror and the epidemic. Both Leon and Claire will have an entire disc devoted to their adventures (hence, a two-disc set for *RE2*).



Men... crossbow... ain't nothing better than spearing your undead enemies.

which means a hell of a lot of gameplay.

The Capcom team had scrapped the first version of the game and started the project all over again because Shinji Mikami, the game's producer, felt it was missing something integral to the full *Resident Evil* experience. Upon previewing one of the nearly final versions of the game, it's clear that all the tremendous effort and disappointing delays have indeed paid off. Look for it at the end of the month.



You just can't get good office help these days!



The massive police building will have you scrambling from room to room in order to progress.



1 Fashion Note #1: Apparently, female zombies prefer to dress a little more casually than their male counterparts. 2 A little blood bath does wonders for the complexion. 3 Claire, 'the new master of attacking,' comes across as a little more often than poor old Leon.



1 That monster may be evil, but what great chef 2 Fashion note: B. Burchill claims, 'Every woman should combat the evils in the world while wearing hotpants!'

# Star Trek: TNG: Klingon Honor Guard

SYSTEM: PC  
PUBLISHER: MicroProse  
DEVELOPER: MicroProse  
RELEASE DATE: SUMMER 1998

You, too, can join the Klingon Honor Guard and drink gallons of blood wine!

**W**ell, if you ever wanted to join the Klingon Empire and share a cup of blood wine with Worf, MicroProse brings you the next best thing with its new *Star Trek: Klingon Honor Guard*. The game is a first-person shooter based on Epic's *Doom* engine. Although the engine is far from *Doom*, *Star Trek: Klingon Honor Guard* is an impressive-looking game with gorgeous light sourcing and full 3Dfx support. Klivgon also has multiplayer support limited to eight combatants, to keep the experience from being a race to the rocket launcher that huge games of *Quake* often become.

You start the game off training with Kum, Worf's brother. When assassins attack the High Council, you spend the rest of the game fighting your way through seven worlds and fifteen levels to save the Klingon Empire and Gowron, leader of the High Council. Naturally, you can win your way to glory with the Disruptor or battleh, but the developers have created five new weapons for your killing enjoyment.

*Klingon Honor Guard* looks to be one of the best *Star Trek* games yet, and with a cutting edge 3D engine and an engaging plot, it's hard to see how MicroProse can do wrong.



1 The *Doom* engine lets you create radically different looking worlds in the same game. Here's a frosty one.

2 Finish a mission and hop in your Bird of Prey, as you can track down the assassins threatening the Klingon Empire. 3 The interiors of the Klingon ships could use an interior designer. A few throw pillows might look nice here...



The *Doom* engine gives you multiple levels to fight on, and the all-important 2 axis gives Klivgon a feeling of real 3D space.

# Quake 64

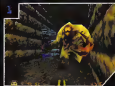
SYSTEM: NINTENDO 64  
PUBLISHER: MURRAY HORN ENT.  
DEVELOPER: MURRAY HORN ENT.  
RELEASE DATE: FEBRUARY

Kill all who oppose your philosophy. It's fast!

**T**he same development team that made the credible *Doom 64* is now nearly 80% done with a similar conversion of *Quake*. The PC mega-hit is going to feature over 25 levels, 6 deathmatch arenas, and runs at a smooth 30 frames per second. The big additions for the N64 are the dynamic lighting, mip-mapping, and new scene sound effects.

For the most part, the one-player game is an incredible attempt at equaling GL *Quake* and in parts it even looks better. The only noticeable graphic dropoff is that some of the enemies aren't as crisp or detailed as the PC version. Of course, the reason *Quake* is such a hit is because of its multi-player deathmatches that keep the entire Silicon Valley in the office well past closing time. *Quake 64* is going to support a two-player split-screen deathmatch and it is already fun. However, there is just no way to capture the excitement of deathmatches on a console until they are able to connect through the Internet.

Anyone who hasn't tasted the blissful carnage that is *Quake* is in for a treat and for fans of the game, it does offer some new elements not found in other versions. If nothing else, *Quake 64* gives N64 owners a very solid and spectacularly gory first-person shooter to add to the library.



1 The dark graphics and gallons of blood offer a nice change from Tiptop The Turtle and other amazingly cute N64 characters. 2 The mip-mapping smooths out the textures, but it also adds that trademark N64 blur. 3 Surprisingly, the N64 controller works very well for first-person shooters like *Quake*.



The lighting effects are more impressive on the N64 than those in GL *Quake*.

# The Legend of Zelda: The Ocarina of Time

SYSTEM: Nintendo 64

MULTIPLAYER: Nintendo

DEVELOPER: Nintendo

RELEASE DATE: Jan. 21, 1998

**Will this be  
the best  
Nintendo  
64 title  
ever made?**

**A**s one of the most anticipated videogames of all time nears completion, Nintendo is finally letting out some more details on *Zelda 64*. Link's first 3D adventure, now tentatively called *The Legend of Zelda: The Ocarina of Time*, again takes place in the familiar kingdom of Hyrule. On the day of his 'Coming of Age Ceremony,' an evil creature steals the sacred Fairy Tree. It's up to Link and his new-found friend, the fairy Navi, to retrieve the tree and kill the monster. Once saved, the tree will tell Link of three mysterious stories and a magic flute, the Ocarina of Time. To make things difficult, an all too familiar villain, named Ganondorf, plays a surprise visit, kidnaps Zelda, and once again tries to unlock the powers of the Triforce.

*Zelda 64* lets players travel back and forth in time, and Link will actually appear in two different versions: as a sword-wielding 18-year-old, and as a child. Of course, this is a Miyamoto game, so you can bet your horse that

these changes aren't purely cosmetic. Link's age determines how high or how far he can jump and which items he can use. For example, only the adult Link can handle the heavy bow and the sword, while the young Link uses the sling shot, wooden stick and the dagger.

But it gets even better: the creators of Link's latest adventure promise that the world in *Zelda 64* will be too large to traverse on foot. So, for the first time ever, Link gets to swing himself on the back of a stately steed and gallop down the dusty roads of Hyrule. And along the way, he will make plenty of stops at such familiar sights as Turtle Rock and Death Mountain.



*Zelda 64* introduces the element of time travel to the *Zelda* series. You can play as both the grown-up Link and this much younger version.

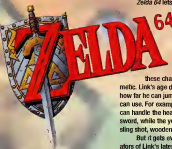
There will be tons of weapons and new items, including a dagger, a sword, bombs, a boomerang, a sling shot, metal boots, bow and arrow, and everyone's favorite, the grappling hook. And if the amazing 3D graphics and unique camera system aren't enough for you, then how about Rumble Pak support that makes the device tremble whenever you're near a secret? With its atmospheric locations and impressive graphics effects, *Zelda 64* could very well turn out to be the game that ends Mario 64's reign as the best N64 title ever.



*Zelda* seems to have more depth than any other 3D adventure so far. Link can even ride a horse.



The horse will follow Link when he's not riding it.



*Zelda 64* features a dynamic time feature. Just like in real life, the sun will set and Link's shadow will become longer.



1 The 64-bit Link is a far cry from the original super-colored dwarf in tights. Now Link stands tall and proud, with a two-handed blade and a funky '70s hairstyle. 2 New systems, now brings Nintendo's favorite old new wears an update. Don't worry, he still wears boots and loses clothes off his legs — even the color. 3 The 64-bit shines off its new wear transparency effects. Link takes a rest from the searing heat in an oasis.



1 Link faces the unknown dangers of Death Mountain, a familiar cooking for players of the 16-bit *Zelda*. 2 Depending on his age, Link will be able to use certain items in different ways. The Master Sword is much too heavy for the young Link, but he can still use a dagger to slash his enemies.



# Klonoa

SYSTEM: PLAYSTATION

PUBLISHER: NAMCO

DEVELOPER: NAMCO

RELEASE DATE: FEBRUARY

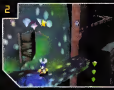
Like *Princedemonium*, the backgrounds are 3D, but the gameplay is strictly 2D.



**N**o, this isn't a reality-based game where using protection is your only hope, it's actually a quirky 2D-3D hybrid platform game in the mold of *Pandemonium*.

*Klonoa* is one of the most heavily developed games of the year, with one of Namco's largest development teams working hard on the title. In Japan, *Klonoa* is set to be one of the biggest PlayStation games of the year, but how it will fare in the U.S. is still up to debate. The game uses traditional platform gameplay along with some new twists that make it immediately one of the most enjoyable platform games on the PlayStation. The problem is the odd name and the crazy Japanese characters. However, once you pick up this game and start playing, you realize the depth, control, and action are top-notch.

Anyone who enjoys games like *Crash* or *Mario* should keep a close eye on *Klonoa*—it's on pace to be one helluva game.



1 Some insane moving platforms like these show the depth and thought put into the game. 2-3 One of *Klonoa*'s cool tricks is to grab acornies and use them to get to higher places.



The graphics are very Japanese, but they are extremely smooth as well.

# WWF Warzone

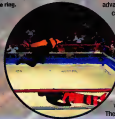
SYSTEM: PLAYSTATION, N64

PUBLISHER: ACCLAIM

DEVELOPER: SCULPTURED

RELEASE DATE: APRIL

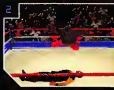
The extensive list of moves ensures that you have plenty of weapons in the ring.



**T**here have been a long line of wrestling games over the years and, while they have always sold well, they have never really been much of a game. With *WWF Warzone*, Acclaim is attempting to take wrestling to the next level.

The first noticeable difference is that *Warzone* is a completely polygonal game. You can actually see the shiny skin of the oily wrestlers (if that's your sort of thing). While the game looks great in 3D, the real advantage to polygons is the motion-capture and collision detection. We witnessed a portion of the over 300 moves that will eventually make their way into the game.

The PlayStation version is packed with video challenges from real wrestlers like the Undertaker, Shawn Michaels, and the British Bulldog. Of course, the acting is miserable, but that is what wrestling fans have come to expect. The N64 version features a Royal Rumble and gauntlet match to go along with the ladder, cage, and weapons matches in both versions. With all of the options, moves, and action, *WWF Warzone* is set to become the best wrestling game around.



1-2 Nothing like having a 300 pound man land right on your face! Boys will be boys, I guess. 3 With real wrestlers (well, as real as the WWF gets), *Warzone* appeals to all of the trailer parks in the Midwest.



The big bonus for PlayStation gamers are the video challenges, where they call you names and insult your mother.





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# Vigilante 8

SYSTEM: PLAYSTATION

PUBLISHER: ACTIVISION

DEVELOPER: LUXOFLEX

RELEASE DATE: SPRING 1996

**Insurance?**  
**We don't**  
**need no**  
**stinking**  
**insurance....**

Vehicles can carry as many as five weapons at a time, plus each car has a unique special weapon.

**H**ey, if you're the kind of gamer who wants missiles on the cars of every racing game, or wish that someone besides Singstar would design an arena-based, vehicular combat game, you're in luck. Activision, with the help of new developer Luxoflex, are creating what certainly should be the sweetest drive-and-destroy game for the PlayStation thus far.

Inspired by the mission-based, funky, 1970's universe from the company's PC hit, *I-76*, Activision is taking a *Twisted Metal* approach to *Vigilante 8*. You needn't be familiar with *I-76* to get right into the action. Like *Twisted Metal*, you play as any of 12 characters, each with a distinctive car. The characters fall into two teams of six, the bad 'Coyotes,' who are out to secure secret weapons and destroy the remaining of wells in the Southwest, and the good 'Vigilantes' who must stop them. The battles take place in over eight varied southwestern environments. Each environment is fairly unique, and new environments can be unlocked, ranging from a ski area to the Hoover dam.

While the gameplay is certainly familiar, it is the level of detail within the 3D environments that really spices up *Vigilante 8*. Luxoflex has added living elements to each arena, including a fully 3D, moving ski gondola at the ski resort, a train that runs across an open plain, and an airplane that takes off and lands at an airport. But these objects are more than simply eye candy, as everything within these environments is fully destructible! Of



This is what the game is all about! High-tech weaponry collides head-on with muscle cars, resulting in an ultra-groovy deathmatch on wheels. Kill 'em all!

course, some of the objects will hide power-ups, and there will be secret areas to uncover as well, that is, if you have time to look for them while enemy vehicles are trying to nail you.

As other Activision titles face considerable delays, (ahem, *Apocalypse*) this one is gearing-up for a Spring release, and should roll off the production line on time.

So get your rocket launcher ready, and lay in a big supply of napalm, 'cuz *Vigilante 8* is looking for a few good men who know the importance of blowing everything up real good!



Activision is hopping on the 'new form' bandwagon. Some people like it. We think it's amazing.



Feel like blowing up a building? Go right ahead; this horn is a real burner.



Solid physics on the cars makes for driving realism, but of course, it's not so real that you can't load the big air.



1 The 4x4 is helpful when traversing big hanks of metal in the airplane graveyard. 2 Two-player battles should ensure the replayability of this title. 3 We don't normally jump our big rigs through flaming hoops, but when we're on deadline, it'll get us to do just about anything.



1 A snowy, sloped arena adds some variation to otherwise flat terrain. 2 The bikes can take several damage hits, and take damage separately in the front, center, and rear of the vehicle.

# Redline

SYSTEM: PC, PlayStation  
PUBLISHER: ACQUIRE  
DEVELOPER: ACQUIRE  
RELEASE DATE: END OF 1995

Mandatory 3D graphics acceleration may seem like a steep price for entry, but the graphical payoff speaks for itself.



**D**ebuting on the PC in the spring, *Redline* is a combat game with a definite *Road Warrior*-esque atmosphere. The game is set in the not too distant future and is really a gang sim that requires the player to brutally fight his way to the top of a chosen gang.

There are ten customizable vehicles that can be used to destroy rival gang members, vehicles, and structures. Acquisition of weapons and technology will play a key role in successfully surviving armed confrontations. The goal of the game is to win battles and conquer enemy gangs in order to acquire experience, attributes, and more powerful weapons to secure power. Gameplay will balance out to about 50 percent missions and 50 percent arena combat.

The PC version will require a 3D Accelerator Card and will offer a 16 player death match mode via LAN or Internet. The PlayStation version of *Redline* will arrive in Summer '96 and feature more of an emphasis on vehicle combat. Multi-player space hasn't been determined for the PlayStation game, but 2 or 4 player play seems highly probable.



1 The ability to get out of vehicles and continue the fight on foot is an innovative touch. 2 Now, where did I park the car? 3 Upgrading vehicles with an awesome array of weapons lies at the core of *Redline*'s gameplay.



Cars, weapons, and expensive 3D environments — *Redline* proves everything you need to begin your career in Urban Gang Warfare.

# Panzer Dragoon Saga

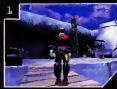
SYSTEM: SATURN  
PUBLISHER: SEGA  
DEVELOPER: TEAM ARKADIA  
RELEASE DATE: MARCH

Sega's beautiful dragons have made a long awaited return!

**W**ith the arrival of the first playable preview version of *Panzer Dragoon Saga* from Sega of America, the gaming prospects for Saturn owners in 1996 just took a turn for the better. *ULTRA GP* was always enthralled by the strange world that served as the backdrop for Sega's excellent *Panzer Dragoon* series of shooters, but the results of the transformation into an RPG has exceeded even our high expectations for the title. The game features an immersive storyline that is segmented into 12 levels.

Within these levels, the player has the freedom of full 360-degree movement and battles and exploration can take place in the sky, on the ground, and both on and off of the dragon.

Set for four CDs and boasting over 100 hours of gameplay, *Panzer Dragoon Saga* looks to be the first RPG that competes on equal terms with the PlayStation's mega-blockbuster, *Final Fantasy VII*. *Panzer Dragoon* looks to be the only other game besides *FFVII* that can truly claim the title of a next generation RPG.



1 No more big headed characters! *Panzer Dragoon Saga* confirms that the next generation of RPGs has arrived. 2 Full 3D movement is allowed, even in the narrow confines of a tunnel. 3 The Berserk Attack has survived the transition from shooter to RPG.



RPG Survival Rule No. 1: If something looks like a giant spider, it doesn't want to be your friend.

# War Games

SYSTEM: PC  
PUBLISHER: MCA INTERACTIVE  
DEVELOPER: INTERACTIVE STUDIOS  
RELEASE DATE: APRIL

For those who don't remember, *War Games* is a classic sci-fi movie from the 80's starring Matthew Broderick (before *Ferris Bueller*) and Ally Sheedy (pronounced Sheila, much like her career), where a computer (the Whopper) starts a nuclear war. The young hacker gets caught in the middle of the nukes and must save the world.

Well, *War Games* takes the characters and ideas from the classic movie and makes it into a deep and beautiful real time strategy game. The polygonal landscapes and units look even better than Total

Anihilation and the balanced gameplay looks to be a real winner. The combination of classic military units and futuristic war machines give *War Games* a different appeal than any of the other *Red Alert* wannabe's. Interactive Studios is really focusing on the one-player game, something sorely lacking from other real time strategy games.

With the clutter of real time strategy games on the PC, it isn't easy to stand out from the pack, but *War Games* has the story, the technology, and the gameplay to do just that.



- 1 The impressive fogging effects look good enough in software, near lightning them with the assist of a 3Dfx board.
- 2 Walking tanks versus traditional tanks is an intriguing and surprisingly balanced fight.
- 3 The 3D terrain and units allow the camera to go anywhere on the battlefield for some awe-inspiring vistas.

Another robot goes down in flames! Yes!



# Point Blank

SYSTEM: PLAYSTATION  
PUBLISHER: NUPCO  
DEVELOPER: NUPCO  
RELEASE DATE: MARCH

Here's yet another Namco arcade game that is making the journey home. Much like *Time Crisis*, *Point Blank* will come packaged with a Guncon for the low combined price of around \$50. However, to enjoy the best parts of *Point Blank*, you'll be needing two guns.

The game is a two-player shooting challenge that features hundreds of unique and different mini-games. While, at first look, we thought the game looked silly, when we actually sat down to play *Point Blank*, we couldn't stop. The variety and challenge of the different events is the perfect two-player battle that is timeless, meaning *Point Blank* is the kind of game you could still pick up and play years down the road. It reminded us of the pure fun involved when we first started playing *Duck Hunt* on the NES and just couldn't stop.

Whether or not *Point Blank* reaches classic status depends largely on how many gamers will actually spend the money to buy two Guncons, since the only way to get them is to buy *Time Crisis* and *Point Blank*. However, since these are both excellent games, it isn't a bad idea for shooter fans to do exactly that.

Shooting holes in expensive cars can be fun, just like in real life!



- 1 To play this game in the one-player mode just doesn't do it justice.
- 2 The graphics aren't exactly using any extra chips on the PlayStation, but they do serve their purpose.
- 3 Frantic head-to-head shooting that's even better than a drive-by with your homies.

Some funny attractions add humor to the game.



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## REVIEWS

## FEATURED THIS MONTH



## INSIDE THE SCOREBOOK

• **GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**

• **MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**

• **SOUND EFFECTS** Good sound effects can actually help you to "feel" the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small "tick" on contact. **Weighted by 2.**

• **INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**

• **BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? **Weighted by 4.**

• **DEPTH** Ever bought a game, taken it home with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**

• **EXTRAS** Did the game's programmers go for that "little extra", tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**

• **PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**

• **INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**

• **RATING** The total sum of all the categories, divided by 23.



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## THE RATING

The system is the result of hours of gameplay and endless toil, resulting in the most in depth (and, uh... really complex) rating in the industry.

1.0 EXTRAORDINARY

1.0-1.9 ULTRA

2.0-2.9 VERY GOOD

3.0-3.9 GOOD

4.0-4.9 AVERAGE

5.0-5.9 LACKING

6.0-6.9 SERIOUSLY FLAWED

7.0-7.9 SORORIO HUSSEN

**W**elcome to 1998! Now that we've said that, would you please turn the lights back off and wrap the cat's paws with cotton? What a party! We did it up with the usual UGP style and epilogue end, as a result, we've all got major headaches. Why don't you check out these reviews while we take a cold coffee shower... or something...

AEROFIGHTERS ASSAULT.....	PG 052
ALUNDRAN .....	PG 053
AUTOMOBILI LAMBORGHINI.....	PG 048
DAWN EARTH.....	PG 054
EXCALIBUR 2555 R.O.....	PG 061
FINAL FANTASY TACTICS.....	PG 056
GHOST IN THE SHELL.....	PG 062
LAST BRONN .....	PG 062
MYTH: THE FALLEN LORDS.....	PG 057
RAMPAGE WORLD TOUR.....	PG 061
SABRE RCE: CONFLICT OVER KOREA.....	PG 061
SEGA TOURING CAR .....	PG 054
SONIC R.....	PG 058
SPAWN.....	PG 050
STAR WARS: MOTH.....	PG 051
STEEP SLOPE SLIDERS.....	PG 062
ZORK: GRAND INQUISITOR.....	PG 054



## REVIEW

N64



ニンテンドウ64



# AUTOMOBILI LAMBORGHINI

IF NOTHING ELSE, IT'S CHEAPER THAN BUYING THE REAL THING

**W**hat's wrong with *Automobili Lamborghini*? Is that it's done too well for me to write a scathing review, but it's not good enough to be in the same category as *SF Rush*. So what's left? A racing game that is fundamentally sound, but lacks any of the personality, depth, or excitement that makes a game great.

The track graphics are crisp and solid, but the design of the tracks is boring and uninspired. Maybe it's the drab colors or lack of motion, but *Lamborghini* really feels like a generic racing game. The car graphics are decent in themselves, but when placed on the track the cars don't seem to feature the same artistic style, as they look almost cartoony on the drab tracks. The control is one area that took a while to get used to, but got better with each race. I am now willing to say that the control in *Lamborghini* is exceptional. In the first-person perspective, the game moves at a nice clip, but in any of the



In the game, you can choose from a *Lamborghini* or, uh... a *Lamborghini*.



Arcade-style pitstops were a good idea, but in the end, they are just super annoying.



I spun around in circles for nearly ten minutes and didn't even get dizzy.

exterior views, it suffers from *Top Gear Rally*-type sluggishness.

The game features an arcade-style pit stop and the usual championship mode, but the lack of tracks and depth is evident throughout. With only six tracks and two different types of *Lamborghinis* to choose from, the game can get stale in a hurry. But perhaps the biggest problem with the one-player game is the lack of excitement in the races. You can choose

Great smoke effects and good control are some of the high points.

up to 20 lap races, but by lap three, I had no desire to continue

on. It seems like you are either way in front and all by your self, or in the way back, again all by yourself. The lack of other cars makes the whole game feel like a time trial rather than a race.

The four-player split-screen has an amazing frame-rate and can be quite fun, but in the end, the lack of thrills and excitement more or less ensures that *Automobili Lamborghini* just can't compete with the serial tricks and overall excitement of *SF Rush*.

• MIKE SALMON



- 1 It's the quintessential average racing game (big word, huh?).
- 2 The *Lamborghinis* come in different colors. I suppose that's kind of like variety.
- 3 The four-player madness is a bonus.

## ALTERNATIVES

San Francisco Rush 9.8  
Top Gear Rally 7.8



I can say one thing: this game takes great screen shots.

## THE LINE

## • AUDIO &amp; VIDEO

GRAPHICS	8
MUSIC	4
SOUND EFFECTS	8

## • GAMEPLAY

INTERACTION	8
BALANCE	6
DEPTH	7

## • SPECIAL

EXTRAS	5
PRESENTATION	6
INNOVATION	6

## RATING

# 6.8



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REVIEW  
PLAYSTATION

プレイステーション



## SPAWN

How could a comic so good spawn a game so bad?

**B**eing a huge fan of the comic series, I have this to announce: this game blows! And that's just sad, because nearly everything associated with the Spawn license thus far, from action figures to the animated series, has been very solid in terms of quality (we won't count the 16-bit *Spawn* game).

Spawn's mission in the game consists of travelling to three different time periods and conquering them before facing the devil, Malebolgia. Not extremely original, but a serviceable plot—or so it seems. At first glance, the game appears to be a

*Tomb Raider* rip-off, toying a full blown polygonal engine and third-person perspective to boot. That impression is short lived, as just a few seconds of experiencing the hellish gameplay reveals that *Spawn* is light years away from anything resembling the smooth animation and superb interactivity of *Tomb Raider*.

From its lavishly mortid cut scenes, to its generic environments, *Spawn* screams nothing but depressing overtones. What's even more depressing, however, is the horrendous gameplay and insanely stupid AI. *Spawn*, himself, controls like a

stick in mud. He's unattractive, stiff, and the only reason he moves at anything resembling a decent speed is because the developers apparently thought that frames of animation didn't matter. Occasionally, *Spawn* will run into an opponent and the perspective changes to a side-view and a *Street Fighter*-like battle ensues. During the fight, the clunky *Spawn* can hurl fireballs, chains, and an assortment of punch and kick combinations at the opponent. But thanks to the flawed AI, all I had to do was repeatedly mash the kick button and *Spawn* would slaughter his oppo-

nents without sustaining any damage! Even boss-like characters such as Overkill, Violator and the Redeemer were no match for *Spawn*'s kick! In fact, this game can best be summarized with just four words: explore, kick, heal, and puke (that last one would be the player).

Graphically, the game is uglier than *Spawn*'s hamburger face! Textures are ugly and repetitive, and the resolution is so blocky and pixelated, you'll find yourself longing for the days of eight-bit games. Throw in bad clipping, a generic horror soundtrack, and stock sound effects and you've



Be prepared for constant disc accessing as the soundtrack is looped every 30 seconds.



Dark overtones surround this world where badness men, thugs, and cyborgs are all out for your hide.

got the perfect game to avoid this holiday season! *Spawn*, like its predecessor on the SNES, is the shining example of how big licensed games shouldn't be handled.

JASON MONTES

## ALTERNATIVES

Fighting Force 7.5  
Perfect Weapon 6.7  
Tomb Raider 5.5



*Spawn: The Eternal* creates a special type of hell all unto itself.



Your more vivid program better opponent AI than this.



The graphics in this game are so bad, you'd think this was the prequel to *Perfect Weapon*.



Why bother gathering the power-ups, when you can just mash the kick button to win?



*Spawn* was too late to win VGP's worst game of the year award. Just wait until next year, *Spawn*.

## THE LINE

## AUDIO &amp; VIDEO

GRAPHICS	3
MUSIC	5
SOUND EFFECTS	4

## GAMEPLAY

INTERACTION	2
BALANCE	2
DEPTH	3

## SPECIAL

EXTRAS	3
PRESENTATION	1
INNOVATION	3

## RATING

3.0

プレイステーション



# REVIEW PLAYSTATION

## STAR WARS: MASTERS OF TERAS KAASI

ANOTHER CASE OF GREAT IDEA WITH POOR EXECUTION

**R**emember back on our August cover where we wrote, "Star Wars Fighting. It's here! It's Awesome!"? Well, those were complete and utter lies. What we meant to say was, "Star Wars Fighting. We've seen some screen shots and it looks

The crosses aren't bad, with the possible exception of this horrible background.

pretty good". Unfortunately, we went out on a limb to try and provide an exciting angle, but as it turns out, Star Wars Fighting is finally here and it's complete crap.

What a brilliant idea — take the well-known Star Wars characters and pit them against each other in a 3D fighting game. The problem is that the characters lack balance, the game lacks depth, and the fighting is very below average. The characters already come from the Star Wars universe with their own weapons and skills, which when placed into a fighting game makes for

The only good moments of the game come in slow-downs between Luke and Darth Vader.



Perhaps the worst character in the game, Han Solo proves to be a miserable fighter.



Everyone's favorite Wookiee makes his traditional noises, but fighting isn't his strong point.



One of the weaker characters in the movie is actually one of the better ones in the game.



I told you the character select screen was cool; it only the rest of the game was.

some odd and uneven matches. Sure, Han Solo is key to the rebel forces, but in a one-on-one fight against Darth Vader, he's pretty useless. Because of these problems, the only really good fights in Star Wars: MOTK take place between Luke and Darth Vader. The light-saber battle is awesome and it actually controls pretty well. Unfortunately, the rest of the game is quite forgettable.

I know this game was bad when I found myself defending the game on the basis of an awesome character select screen. That's right, in arguing with other staff members about the viability of this game, my best defense was that the character select screen was cool. After realizing how dumb I

sounded, I quickly agreed that this is an insult to the Star Wars license it holds onto. The graphics and polygonal models look great, that is, until they move in battle, where the choppy animation presents some hilariously bad fighting. The worst is Han Solo's vicious (heavy sarcasm here!) kick to the ankle of an opponent. The only remotely innovative portion of the game is that each character has different moves with or without their weapon.

However, fighting without the weapon is almost useless, negating any positive effect of

this slight innovation.

In the end, Star Wars: MOTK gives fans a chance to fight with their favorite Star Wars characters, but believe me, you're much better off imagining these fights than actually playing this game.

• MIKE SALMON

ALTERNATIVES  
Bushido Blade: **A**  
Soul Blade: **A**

### THE LINE

#### AUDIO & VIDEO

GRAPHICS

1

MUSIC

8

SOUND EFFECTS

8

#### GAMEPLAY

INTERACTION

4

BALANCE

5

DEPTH

4

#### SPECIAL

EXTRAS

1

PRESENTATION

5

INNOVATION

8

### RATING

5.5

## REVIEW

N64



ニンテンドウ64



## AEROFIGHTERS ASSAULT

PARADIGM RIFLES OFF ITS MISSILES... AND JUST MISSES THE TARGET

When I first heard about *Aerofighters Assault*, I thought 'Alright! This is going to be one hell of a game!' And I was right. At times, this title is indeed one hell of a game. And, at others, it's just plain hell...

Let's cut right to the chase. *Aerofighters Assault* has some beautiful graphics and some sweet control. Just check out the screen-shots. You'd be hard pressed to find explosions, flames, and fighting aircraft as pretty as these. The control? Just check out that steep diving attack on the battle cruiser. You can put these planes into any attitude you want with very little trouble. So what's not to like, you ask?

Just about every problem I had with this game stems from the fact that the

game starts out as a realistic air combat sim and then crosses over the dreaded 'giant monster, super wonder weapon' line.

The bosses, from the four legged, giant crawling crab robot to the Gamera-sized, multi-levelled Giganto jet, just aren't believable, plus, they each take about a million missile hits to kill. And while we're at it, the missiles are another problem. You lock on and fire, and four missiles launch to the target. Better hope you hit it, 'cuz if you don't, you hear the sound of a rifle bullet ricocheting off a rock (?) and you have to wait for your first salvo to disappear before you can fire again. This is very frustrating in dogfights, where it's you against 45 bogies.

The enemy evidently has looked on to your comms channel, 'cuz every once in a while, they break in with snappy banter like 'You're boring!' or

'Now you'll die!' Your allies aren't much better, with clever lines like

'Here's your end your squadron, launching everything but the kitchen sink.'

'Add With firepower like this, no wonder they call it a boss!'



MISSILE Giant, crawling, spider-looking, shooting, etc., thing...



The game features a wide variety of modern fighting aircraft.

'That was bogus!' or, 'Awesome, dude!' Blooch!

The Death Match Mode is fun, except for the aforementioned missile problem and the music, which can only be described as Early Lounge Lizard Elevator Muzak. Plus, no matter what your attitude, the ground always seems to be about a thousand feet below you. Very confusing.

Look, if you want an OK Death Match game or you don't mind bright red fighter planes that shoot bright blue, triangular, spear-type things at airplanes the size of Cleveland, get *Aerofighters Assault*. Personally, I'm gonna wait until Paradigm gets it right.

• BILL DONOHUE



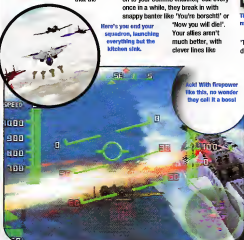
1 Quick! Destroy the huge, over-powered battle wagon! 2 Regal Tee here... Where do you want your body shipped?



3 Aerofighters Assault features a fun death match mode. 4 Two men in... one man out... welcome to eternity, sucker!

## ALTERNATIVES

Ace Combat 2: 9.2  
Colony Wars: 9.5



## THE LINE

## • AUDIO &amp; VIDEO

GRAPHICS	9
MUSIC	5
SOUND EFFECTS	5

## • GAMEPLAY

INTERACTION	9
BALANCE	5
DEPTH	7

## • SPECIAL

EXTRAS	7
PRESENTATION	6
INNOVATION	6

## RATING

6.9

プレイステーション



# REVIEW PLAYSTATION

# ALUNDRA

Working Designs brings home another small RPG wonder

**A**s far as I'm concerned, the only game that had a good possibility of ranking up with Zelda as a stellar action RPG was a small title on the Genesis called *Landskalker*. The countless nights I spent hopping from platform to

The puzzles in *Alundra* will take a lot of time and thought. It's not a game to be bought and beat in one night or even one week.



What kind of RPG would this be if it didn't have a little off-to-the-left going on in it?

platform, outrunning boulders, and figuring out how to reach seemingly inaccessible ledges resulted in a deep appreciation for *Landskalker's* level of depth, intricate dungeon designs, and complex puzzle solving that I won't easily forget. The game

has been a pure gameplay classic in my book ever since.

What does this have to do with *Alundra*, you ask? Everything and more. *Alundra*

is almost a dead ringer for a 32-bit version of *Landskalker*. So, when Working Designs decided to port this title over as their first PlayStation RPG, they couldn't have made a better choice. With no other action RPGs available for the system, genre enthusiasts have been scream-



Septimus will be *Alundra's* 'uter' in 'dreamwalking' during the town sequences. Talk to him often for important info.

Septimus

Are you sure he was trying to kill you, Alundra? That just doesn't make any sense...

1 Strange thing is that all the villagers seem to have dreams containing bizarre mazes in them. Well, I'd recruit a town doctor instead of a 'dreamwalker.'

2 Explore every nook and cranny of the landscape in order to collect every goodie you can.

3 Completing difficult tasks will reward you with new equipment and abilities. New areas will be open to you once you attain them.

4 The puzzles in *Alundra* range from tough to obscure. A searching bag is required for late nights spent figuring some of more difficult ones out.

5 The 'o' ball and chain... adept warrior's hard-hitting weapon or fashion conscious accessory?

ing out for some attention and WD, as always, was there to heed the call.

Centered around the mysterious 'psychic' powers of a young boy, named *Alundra*, the game presents a civilization sapped of creativity by their god. In a sort of subconscious response to this oppression, the people have begun to react through

destructive and deadly dreams. It's a strange theme for a game, but Working Designs has made sure to fend off any confusion with simplistic and mildly humorous dialogue. The world of *Alundra* is massive and the gameplay is deep, with progressive acquisition of new abilities that will allow the gamer to explore increments of the expansive landscape a chunk at a time. The graphics appear a little dated, with only small improvements over 16-bit visuals, but there's little to no damage done to the game's real appeal.

*Alundra* comes highly recommended for any and all RPG enthusiasts.

© FRANCESCA REYES



## ALTERNATIVES

Wild Arms - 9.3

Shining Blade - 7.3

## THE LINE

### AUDIO & VIDEO

GRAPHICS	7
MUSIC	8
SOUND EFFECTS	9

### GAMEPLAY

INTERACTION	10
BALANCE	10
DEPTH	10

### SPECIAL

EXTRAS	9
PRESENTATION	10
INNOVATION	6

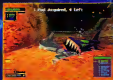
## RATING

9.0

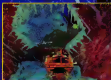
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## ARMAGEDDON



## BOTTOM LINE

### STALINGFAC:



ARCHIVES



LA GRIFFA

[illegible]



REVIEW  
PLAYSTATION

プレイステーション



## FINAL FANTASY TACTICS

CLASS WARS, ARISTOCRATIC ANGST AND MEDIEVAL MELODRAMA DONE SQUARESOFT STYLE

With the world suddenly showing interest in RPGs, due to the stellar success of *Final Fantasy VII*, Squaresoft and Sony are hoping to land another hit with a more strategy-oriented title in the series, *Final Fantasy Tactics*. In the role of Ramza, a boy born into nobility, but soon soured by government corruption, you must gather and develop a group of highly skilled warriors to help uncover the truth behind all the aristocratic bull and uncover the deadly conspiracies being plotted by the powers that be. The story is epic in scope and even touches on some human elements, as well, but with the incalculable number of characters

and the incessant amount of political backstabbing going on, it's near impossible to even keep track of what's really going on most of the time. But this is a strategy game, and the real meat is in battlefield planning and statistics... and this is where *FF Tactics* really shines.

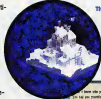
One of the most amazing features that has become a trademark of Squaresoft titles is the amount of depth and detail given to each game. *Final Fantasy Tactics* is no different. The ability to change different character's classes (priest, summoner, etc.), to acquire amazing skills, or to even check each fighter's astrological compatibility with their leader are small potatoes compared to the overall statistical mechanics present in *FF Tactics*. This is a VERY complex and intensive game! All the jargon, options and menus found within the game are given an elementary runthrough in the main Tutorial, but most likely you'll do most of your learning when you're losing. Which will be more often than not, since the level of difficulty in the game is set so incredibly high. Most enemies are unimaginably tough and the bosses... well, let's just say that you'll probably want to kick this game to the curb on more than one occasion.

But even with an intimidatingly complex menu system and skewed difficulty levels, *FF Tactics* still deserves to enthrall strategy enthusiasts and RPG nuts. With accuracy on the field, a lot of statistical preparation beforehand and enough experience with the play mechanics, battle is addictive, insanely rewarding, and a real

The graphics in *FF Tactics* are incredibly creative, with 2D paper cut-out looking art and 3D modeled environments. Very cool stuff.



*FF Tactics* is packed with numerous secret characters!



You'll run into an assortment of helpful characters throughout your journey.



Battles are long and rigorous, but righteous when everything goes according to plan.

thing of beauty (to the eye and ear). Gamers looking for an intelligent, uncompromising challenge need look no further.

FRANCESCA KEYES

## ALTERNATIVES

Dragon Force - A.5  
Vandal Heart - B.D



Make sure to examine your party's status whenever possible for upgrades and stat-tending.



The 'Zodiac stone' horses love to sling Death Sentence spells, so equip the appropriate counter accessories.



The world in *Final Fantasy Tactics* will continue to expand with each new encounter.

## THE LINE

## AUDIO &amp; VIDEO

GRAPHICS	10
MUSIC	10
SOUND EFFECTS	7

## GAMEPLAY

INTERACTION	10
BALANCE	5
DEPTH	10

## SPECIAL

EXTRAS	9
PRESENTATION	7
INNOVATION	8

## RATING

8.6



コンピュータゲーム

REVIEW  
PC CD-ROM

# MYTH: THE FALLEN LORDS

EXPLODING BODY PARTS NEVER LOOKED SO GOOD!

**W**ell, *Myth: The Fallen Lords* is one of the best games I've played this year. I won't say Bunge has revolutionized the genre, but they've certainly opened it up to new possi-

REQUIREMENTS:

- Pentium 133 or better
- Windows 95
- 3+ MB Ram
- SVGA Graphics
- 4X CD-ROM



Conan should feel right at home in this violent winter wonderland.

ties. One of the biggest things Bunge's done to alter the way strategy gamers will play is the elimination of resource management. The player starts off with a set number of troops and that's all you get to accomplish your missions; the classic tactic of sending waves after wave to crush your opponent will only get you killed in *Myth*.

*Myth*'s fantasy setting lends itself to some creative units with interesting abilities. Archers, knights and zombies behave pretty much as expected, but special units, like dwarf bombers and wights, have explosive qualities that combine opposing forces in seconds.

The landscapes range from plains and forests to snow covered mountains and craggy cliffs. The terrain isn't just another pretty graphic, though. Archers on the high ground can decimate the ranks of an approaching enemy force. Thralls can hide underwater in rivers, wait for your force to pass, then launch a surprise attack from behind. Bunge calls

*Myth* a 'multi-metric strategy game' with good reason, using the true 3D nature of the world is as important as deploying your forces.

The features read like a check list for a best seller: 30fx support, multiplayer support over TEN or bunge.net, a 100% controllable 3D camera, physics that cause the ground to ripple under an explosion or send dismembered limbs flying, weather effects that can put out fires, and dynamic lighting, so arrows or bombs cast telltale shadows.

The holiday gaming season saw a flood of real time strategy games, but none quite like *Myth*. Genre fans and newcomers alike can expect hours of brutal fun out of this game.

• RICK SANCHEZ



Enlist a molotov cocktail-throwing dwarf for a scorched earth campaign.



When a wight gets pissed off, he just can't contain himself and he explodes!



I wonder if armor, swords and shields attract lightning?



The phrase 'death from above' was never more true!



Taking a bridge is never an easy undertaking.



Nothing like a little hand to hand combat to take your head off your shoulders...

THE LINE

• AUDIO & VIDEO

GRAPHICS	10
MUSIC	9
SOUND EFFECTS	9

• GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	10

• SPECIAL

EXTRAS	10
PRESENTATION	10
INNOVATION	9

RATING

9.6

ALTERNATIVES  
(R.C. Red Alert 1.0  
Total Annihilation 9.6  
X-Com Apocalypse 7.3)

REVIEW  
SATURN

セガ サターン



## SONIC R

THE R STANDS FOR REALLY AND MUSIC!

Owners of the Sega Saturn have suffered from a lack of quality third-party support in recent months, but thankfully they will get relief from the company itself. *Sonic R* is Sega's answer to Nintendo's *Mario Kart 64*, with the characters from the platform series running across wild, colorful tracks.

Each of the courses in this title are set in detailed environments with loops and twists like traditional *Sonic* worlds. These racing circuits are full of branching paths and alternate

routes, but unfortunately, they are laid out so haphazardly that it's often difficult to figure out exactly which way to go.

Arrows and other direction clues help by pointing players toward the quickest paths possible.

Players also get lost because of the frustrating control, which is the result of using characters who run rather than drive a vehicle. Players expect their racers to control like a platform character, but instead, they respond like slippery tops. Once this is figured out, the control is much easier to understand and master.

This problem could have been avoided if Sega had slightly changed a few details. On solution would be to put all the characters in vehicles so the control was more intuitive, and another would be to change the sounds and animations to better represent slippery track conditions.

One of the key things that this

game gets right is a host of familiar power-ups from the *Sonic* series. Rings are placed all over the courses, and as players collect more of these rings, they can open shortcuts or use speed boosts over a longer distance. Chaos Gems are also hidden throughout the tracks, and open up new secrets when all are collected. These gameplay elements add depth to the title, but are not quite enough to make up for its other deficiencies.

On a final note, *Sonic R* should serve as a valuable lesson to any game designers who harbor thoughts of adding vocals to a videogame soundtrack. At first, the synthy pop singles in *Sonic R* are novel, but before long, players will feel like they are trapped in the front row of a Debbie Gibson concert. In short, the music becomes pure torture very quickly. Other than this, *Sonic R* is the closest alternative to the Saturn to *Mario Kart 64*.

by DAN EGGER



The graphics avoid the overly-cute look of Nintendo's racers.



Pop-in is a problem whenever the field of view is very deep.



Even though the track layout is confusing, arrows will help players find their way.



Familiar power-ups from the *Sonic* series help players during the races.

## ALTERNATIVES

Brady Kong Racing: 7.0

Mario Kart: 9.5

Motor Toon GP: 6.5



Many of the favorite *Sonic* characters have been included in this racer.



Loops and dips such as these make the races feel like a roller coaster at times.

## THE LINE

## ● AUDIO &amp; VIDEO

GRAPHICS 8

MUSIC 2

SOUND EFFECTS 8

## ● GAMEPLAY

INTERACTION 7

BALANCE 9

DEPTH 7

## ● SPECIAL

EXTRAS 8

PRESENTATION 9

INNOVATION 9

## RATING

7.4

## SEGA TOURING CAR CHAMPIONSHIP

- GENRE: Racing
- PLAYERS: 1 or 2
- PUBLISHER: SEGA
- DEVELOPER: SEGA
- RATING: KA
- P.S.R.P.: \$49.95

Coming from the same ex-AM3 members responsible for the superb *Sega Rally Championship*, you might expect Sega's conversion of its rarely-seen arcade racer to deliver similar thrills. Unfortunately, the home incarnation leaves much to be desired.

It can't be said that *Sega Touring Car Championship* isn't fast. It certainly is, but at what cost does this speed come?

Inconsistent frame-rate and horribly muddy textures are the most glaring culprits. Tie this in with handling that makes you feel like you're steering a 100 pound go-kart, and the game is dealt a devastating blow.

Extra options not found in the arcade, such as a time attack mode and car tuning help a bit, but ultimately the game fails to deliver a solid racing experience.

Tried and true fans

of the arcade game need only apply here; all others keep on driving.

● RANDY NELSON

### RATING

#### AUDIO/VIDEO

GRAPHICS	1
MUSIC	8
SOUND FX	1

#### GAMEPLAY

INTERACTION	1
BALANCE	7
DEPTH	7

#### SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	1

6.2

## ZORK: GRAND INQUISITOR

The *Grand Inquisitor* of Zork has out-loved magic and sealed away The Great Underground Empire. It's up to you to go back to the White House and Flood Control Dam #3 to save the Underground! The interface for *Zork: Grand Inquisitor* is a simple point and click affair gamers should be instantly familiar with. Like all Zork games, the puzzles are twisted and the game is full of humor, a lot of which is delivered by FMV. One nice feature is the two player cooperative mode, that lets you explore with a friend. While

#### REQUIREMENTS:

- Pentium 10 or better
- Windows 95
- 32Mb RAM
- SVGA Graphics
- 4X CD ROM

*Grand Inquisitor* takes gamers back to the well where it all began.



*Grand Inquisitor* doesn't revolutionize adventure gaming, it's a funny, solid game and takes us back to the Underground Empire, which is always a good thing.

● RICK SANCHEZ

### RATING

#### AUDIO/VIDEO

GRAPHICS	1
MUSIC	8
SOUND FX	7

#### GAMEPLAY

INTERACTION	7
BALANCE	8
DEPTH	7

#### SPECIAL

EXTRAS	7
PRESENTATION	8
INNOVATION	7

7.7

## DARK EARTH

The world is decayed and divided by the forces of Light and Dark. You're a Guardian of Fire, poisoned while protecting the leaders of the forces of Light, and now you're on the run, searching the Dark Earth for a cure. *Dark Earth* has everything that makes a good adventure: challenging puzzles, an interesting story, gorgeous graphics, good voice acting and a rapid fire pace. In fact, if you don't quickly make your way through *Dark Earth* and find a cure, the poison eating at your body will kill you. The

#### REQUIREMENTS:

- Pentium 75 or better
- Windows 95
- 8Mb RAM
- SVGA Graphics
- 4X CD ROM

You may have an ugly pass, but the graphics in *Dark Earth* are outstanding.



game's only real flaw is an imprecise and clumsy combat system. Still, *Dark Earth* is a gritty adventure that's well worth a play.

● RICK SANCHEZ

### RATING

#### AUDIO/VIDEO

GRAPHICS	1
MUSIC	7
SOUND FX	7

#### GAMEPLAY

INTERACTION	1
BALANCE	1
DEPTH	7

#### SPECIAL

EXTRAS	1
PRESENTATION	8
INNOVATION	1

8.0

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## EXCALIBUR 2555 A.D.

- **GENRE:** Action/Adventure
- **PLAYERS:** 1
- **PUBLISHER:** Sirotech
- **DEVELOPER:** Telestar Electronic Studio
- **RATING:** T
- **M.S.R.P.:** \$49.95

Unfortunately, Sirotech's debut into 3D adventures gets off on a wrong foot with *Excalibur 2555 A.D.* In the role of a young female warrior (equipped with the obligatory "show and tell" parries), you must reclaim the legendary sword of King Arthur that has been swiped through a time portal into the future. Not a bad premise, and the game itself holds a lot of potential, but *Excalibur* plays like it had been released too soon. With less than mediocre graphics and a stiff, primitive control system, the slight intrigue of investigation and item collection in the game is all but forgotten under the weight of a crude game engine. With a little more loving care, *Excalibur* might have been an interesting title. Instead, as it is, it's merely forgettable. What a shame.

● **FRANCESCA REYES**



At full power, your sword will emit these mystical Skittles-colored sparkles! That doesn't explain the dancer in the background, though...

### RATING

#### AUDIO/VIDEO

GRAPHICS	5
MUSIC	4
SOUND FX	4

#### GAMEPLAY

INTERACTION	5
BALANCE	4
DEPTH	7

#### SPECIAL

EXTRAS	4
PRESENTATION	5
INNOVATION	4

**5.6**

## SABRE ACE: CONFLICT OVER KOREA

With its emphasis on Korean War-era air combat, *Sabre Ace* offers a nice change of pace from modern jet fighter flight sims. Since air-to-air missiles weren't around during the Korean Conflict, *Sabre Ace* requires significantly more skill from the player in order to acquire and kill a target.

#### REQUIREMENTS:

- Pentium 133 or higher
- Windows 95
- 16Mb RAM
- EISA Video Card
- 4X CD ROM

The added plus of having to get in close for a kill is that the player gets a nice

Superior graphics and a more intimate air combat experience are *Sabre Ace's* most enticing features.



visual payoff for his efforts. The only thing that keeps *Sabre Ace* from being truly memorable is the lack of action. This may be realistic, but more interaction would have been welcome.

● **ROGER BURCHILL**

### RATING

#### AUDIO/VIDEO

GRAPHICS	6
MUSIC	7
SOUND FX	7

#### GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	8

#### SPECIAL

EXTRAS	7
PRESENTATION	8
INNOVATION	7

**7.9**

## RAMPAGE WORLD TOUR

4 ou've heard of retro-cool? Well, *Rampage World Tour* is retro-cool. I love classic videogames and jumped for joy at the release of the Williams and Alan collections, but Midway must have been on drugs when they decided a new *Rampage* would recede a big welcome. *World Tour* is essentially the same old *Rampage* I played in the arcade and on my handheld Lynx. The game features a few more moves, nicer graphics, and new animations, but it's hardly worth forty bucks. If you liked the old *Rampage*, *World Tour* is really the same game. My gripe is that Midway's done nothing to update the game or justify its price. If the game had been

A yummy ice cream cone ought to go down nicely after those nuts I ate.



a part of a collection of graphically updated classics, I might be more forgiving.

● **RICK SANCHEZ**

### RATING

#### AUDIO/VIDEO

GRAPHICS	7
MUSIC	8
SOUND FX	6

#### GAMEPLAY

INTERACTION	6
BALANCE	4
DEPTH	5

#### SPECIAL

EXTRAS	4
PRESENTATION	4
INNOVATION	3

**5.6**

## GHOST IN THE SHELL

- GENRE: Action
- PLAYERS: 1
- PUBLISHER: The
- DEVELOPER: Exact
- RATING: KA
- M.S.R.P.: \$49.95

Set in the future where the boundaries between man and technology have been erased, *Ghost in the Shell* has inspired a cult following as an 'Anime' feature film and a comic book series. Despite ten minutes of exquisite FMV footage, the PlayStation game is a pretty straight-for-



*Ghost* offers some innovative action/shooter gameplay.



*Avengers* FMV's introduce *Mobius* Kusanagi to the player. Believe me, you want to get to know her.

ward mission-based shooter that lacks the depth and flavor of the original properties. But the good news is that the game features a number of innovative touches that bring some new life to the genre. The player controlled *futukorns* (a one-man tank controlled by cybernetic consciousness) acts more like a bug than an armored vehicle and the excellent and intuitive control makes for a unique battle experience. More game-play depth and bigger 3D environments could have elevated *Ghost in the Shell* to the excellent category, but as it is, it's a nice ride with a few neat twists.

● ROGER BURCHILL

### RATING

#### AUDIO/VIDEO

GRAPHICS	8
MUSIC	8
SOUND FX	7

#### GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	6

#### SPECIAL

EXTRAS	6
PRESENTATION	7
INNOVATION	7

7.1

## LAST BORN

Compared to your average fighting game these days, *Last Bronx* is a decent fighting game that will provide more satisfaction than most. The problem is, Sega's legacy of fighting games (the *Virtua Fighter* series, *Fighting Vipers*, and *Fighters Megamix*) has established a criterion that *Last Bronx* just doesn't live up to. Despite its beautiful graphics and the satisfyingly brutal nature of its gameplay, *Last Bronx* lacks the carefully weighted

- GENRE: FIGHTING
- PLAYERS: 1 or 2
- PUBLISHER: Sega
- DEVELOPER: Sega
- RATING: T
- M.S.R.P.: \$49.99



Sure, the graphics are great, but who needs another button-masher?

and balanced fighting engine that has marked Sega's previous efforts. There is an innovative Attack Cancel feature that stops an offensive move at any time (thus allowing the player to create an infinite variety of combos), but all too often, *Last Bronx's* gameplay deteriorates into a disappointing contest of button-mashing.

● ROGER BURCHILL

### RATING

#### AUDIO/VIDEO

GRAPHICS	9
MUSIC	7
SOUND FX	7

#### GAMEPLAY

INTERACTION	6
BALANCE	6
DEPTH	7

#### SPECIAL

EXTRAS	7
PRESENTATION	7
INNOVATION	7

7.0

## STEEP SLOPE SLIDERS

With so many Japanese Saturn titles being passed over for release here in the States of late, one might wonder why Sega would snag a relatively unknown snowboarding title like *Steep Slope Sliders* to bring to our shores. After a few minutes of play, however, it all becomes clear.

Rather than pitting player against player as in a racing game, victory here relies more on beating the clock and pulling off some impressive tricks in the process.

By combining a satisfying selection of courses with responsive control and an amazing sense of speed, *Steep Slope Sliders* manages to convey the exhilaration and fun of snowboarding like no other title to date.

- GENRE: RACING
- PLAYERS: 1
- PUBLISHER: Sega
- DEVELOPER: Cam
- RATING: KA
- M.S.R.P.: \$49.95

Several different boards are up for grabs. Do well enough, and you'll unlock a few more hidden characters.



The real fun? Trying like mad to out-do your best runs.

Fan of the sport or not, this game's slopes offer up a ride you won't want to miss out on.

● RANDY NELSON

### RATING

#### AUDIO/VIDEO

GRAPHICS	9
MUSIC	8
SOUND FX	6

#### GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	9

#### SPECIAL

EXTRAS	8
PRESENTATION	9
INNOVATION	8

8.5

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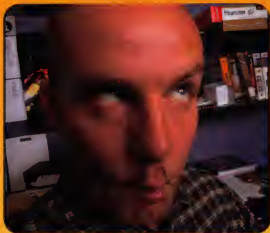
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# STRATEGY BLOW-OUT

**S**o, was it a good Christmas? Did Santa deliver the goods, or did the aging fat man let you down again? Our guess is that right about now you're struggling your way through the games you got for Christmas, trying to figure out how you're ever going to finish these games. Enter the helpful people here at ULTRA Game Players and the ultimate strategy guide.

You love Crash 2, but damn! That little Bandicoot has trouble getting past certain characters. Hey, no problem, just check out our in-depth strategy and your headaches are over. Diddy Kong Racing sure is fun, but you're not getting the whole picture until you find the many secrets, which we reveal in full. Hell, we even have a strategy that tells you how to master the force in Jedi Knight.

Not to fear, Saturn owners! Our *Dead Or Alive* and *Croc* strategies should give you something to do until Dual finally hits. Since we live in San Francisco, it wasn't difficult for us to reveal every back alley and shortcut in *San Francisco Rush*. Trust us, you haven't played the game until you've taken the Fort Mason shortcut.

For good measure, we've included tips for *Castlewnite*, *Fighting Force*, and even *AMK Mythologies* (this is only for those of you who ignored our tip not to buy the game). Oh yeah, we've also got magazines and tips than any other magazine on the planet. What else do you want? Blood? Happy Holidays and don't ever say we didn't give ya nothing, OK?

Signed,

Your Friends at  
ULTRA gameplayers





## Crash Bandicoot 2 Mini-Strategy Guide

SYSTEM: PLAYSTATION  
PUBLISHER: SCEA  
DEVELOPER: NAUGHTY DOG

### Getting all the Gems!

**T**he first Crash had gamers scrambling around, avoiding death, and hitting all the boxes in each level to earn gems. This time around, things are a lot more complicated. With branching levels, secret warps, and tons more gems and crystals to earn, Crash is up to his ears in trouble. Luckily, we're here to provide Crash newbies and platform veterans alike with all the ways to earn those precious gems!

#### GETTING THE BOX GEMS

Finishing a stage is hard enough sometimes, but getting every single box? What a chore! Fortunately, for most of the levels, this isn't such a difficult task. But for others, there are areas containing extra boxes that aren't so easy to spot. You'll need to find the Secret Warp Room, first. Where is it? There are five secret spots that can be uncovered within the game that lead to this hidden place... but don't worry - we're gonna tell you everything you need to know in order to put the game to rest, once and for all. We compiled a short list of what levels contain hidden areas with boxes and how to get to them!

#### TURTLE WOODS, LEVEL 1

There is a slightly hidden section located beneath the Aku Aku manhole cover. When you spot it, belly flop the lid and you'll

drop down to a whole new area, complete with all those boxes that you've been missing!

#### HINGE EIGHT, LEVEL 3

You'll need the Blue Gem for this level before you can get the Box Gem. To do this, refer to 'The Blue Gem' in the Colored Gems section of the Guide.

#### SNOW BIZ, LEVEL 6

You must have the Red Gem before you can get the Box Gem. To do this, refer to 'The Red Gem' in the Colored Gems section of the Guide.

#### RAV CRASH, LEVEL 7

In order to get the Box Gem, you'll need to start off the round at a secret warp entry point. How do you get there? First, you'll need to reach the Bear Down level. When you're tossed off by the baby bear near the end of the level, notice the icy lake behind you. Hop across the small, sinking ice floes to reach the stable center platform. You'll be transported to a Secret Warp Room and Door 2 will now be unlocked. Head inside and you'll find yourself back at Air Crash, but on an alternate path loaded with boxes. The path will lead you to the beginning of Air Crash and you must now complete the entire level to get the Box Gem.

#### ROAD TO RUIN, LEVEL 14

Getting the Box Gem for Road to Ruin requires some backtracking. First off, you'll need to reach Diggin' It. From there, get to the area near the end of the round and locate the plant sitting on a pillar. Belly flop him so that Crash lands on the pillar. You'll be whisked off to the Secret Warp Room to enter Door 3. Once you enter the door, you'll end up on a secret path in Road to Ruin. Smash all the boxes and complete the path to end up at the beginning of the round. Complete the round and grab that Box Gem!

#### UN-BEARABLE, LEVEL 15

There's a secret area located somewhere in the level that must be found and accessed in order to receive the Box Gem. When the Papa Bear crashes down through the wooden planks towards the middle of the level, wait until he falls all the way through. Jump in after him and you'll find yourself in a whole new area. Complete the round and grab the gem!

#### DIGGIN' IT, LEVEL 17

You must complete both the easy and the hard branches (look for the skull platform) in order to find all the boxes and get the gem.

#### COLD HARD CRASH, LEVEL 18

To grab the Box Gem for this level, you must first complete the Hard Path, then backtrack to the fork in the road. Now zip through to the end of the Easy Branch to get that gem!

### How to Access the Secret Levels!

If you don't know about these, you'll most likely miss them altogether. But if you're shooting for the perfect ending to the game, you'll need to find them somehow. No worries, gang, we're here to provide you with the info and the know-how!

#### TOTALLY BEAR, LEVEL 26

This level is only accessed via the Secret Warp Room. To unlock the right door leading to Totally Bear, simply play through to the area near the end of Un-Bearable. If you can get Crash to perform a long slide 'n' jump across the final pit, he'll return to the main path. Just a little further on, he'll run into the baby bear once again. The difference this time is that instead of wagging his tail and mounting the poor cub, Crash will be warped to the secret room where he can enter Door 5 and begin a totally secret level. You'll need to break all the boxes during the round to get a box gem.

#### TOTALLY FLY, LEVEL 27

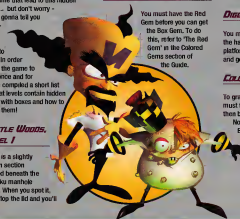
Yet another level that can only be reached from the Secret Warp Room, in order to unlock the sixth door you'll need to master 'Hangin' Out. After dropping down from the ledge at the end of the 'hanging section,' have Crash backtrack a bit. He should enter a new area that will zap him to the Secret Room. Enter Door 6 and you'll find yourself at the start point for Totally Fly. In order to get the box gem, you'll need to enter a bonus side-scrolling path similar to the secret path in Turtle Woods.

#### PISTON IT AWAY, LEVEL 29

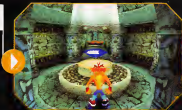
Again, it's another case of having to take two branches. Travel the hard path, then backtrack to the main route and take the easy path to the end of the level.

#### NIGHT FIGHT, LEVEL 23

In order to clear the round with a Box Gem, you'll have to make it to the end of the round, then backtrack along the



The Blue gem unlocks Level Three. But that box gem?



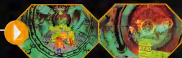
Crash runs the gauntlet from Turtle Woods to The Island to Hugel.



The Hang 8 level uses the blue gem...



...while the green gem is essential to the Sewer & Later level.



harder path. Reach the end of the hard route, then return to the original route to complete the level.

### RETRIEVING THOSE COLORED GEMS!

The return of Crash means that you'll be chasing down colored gems again. It's time to learn the ropes from the folks who have done it right!

#### THE BLUE GEM

In Turtle Woods, you must avoid breaking any of the boxes and complete the level in order to get the Blue Gem.

#### THE RED GEM

In order to fetch the Red Gem from Snow Go that's needed to complete Air Crash, you'll have to use the Secret Warp Room. To access the room, begin Air Crash. Keep an eye out for an isolated stone square sitting in the second river area. You can't access it from the stone dock in any way, shape or form, EXCEPT if you hop on the row of boxes sitting in the water. Do it right and you'll land on the square and warp to the Secret Room. From there, simply enter Door One and you'll end up on a secret path in Snow Go that leads to the Red Gem.

#### THE CLEAR GEM

In Hang Eight, you'll notice a timer will pop up in the bottom corner of your screen when you reach the first dock. You'll need to beat the clock to the end of the level to get the Clear Gem.

#### ANOTHER CLEAR GEM

In Air Crash, you'll need to hop onto the skull and crossbones platform to be transported to the 'Hard Path' of the level. If you successfully complete the hard route, you'll reach an alternate level end and receive the Clear Gem.

#### THE GREEN GEM

There's a secret path in the Eel Deal level. First, find the area in the level that contains one wooden box and a geogle of Nitro crates. At the back of the room, you'll reach a supposed dead end. Walk right through the back wall and you'll find yourself on a secret path! Complete the route to grab the Green Gem, then backtrack to the main path in order to complete the level.

#### THE YELLOW GEM

Plant Food is another level that will require juggling skills. If you finish the round before the timer runs out, you'll receive the Yellow Gem!

### THE ICE!

There are three types of gems in Crash 2: Colored Gems, Box Gems, and Crystals.

- The colored gems are awarded for fulfilling special requirements during certain rounds.
- Box gems are awarded for clearing a stage with every single box laid to waste, including ones that are in hidden areas.
- Crystals are simply sitting around in some miscellaneous area on each level, waiting to be collected.



#### YET ANOTHER CLEAR GEM

If you have the Yellow Gem, you'll be able to access a new area in Sewer or Later. It'll appear in the floor towards the middle of the level. Hop on it. You'll be taken to a new area that contains the Clear Gem. Follow the route to regain the main path to the end of the level.

#### ANOTHER CLEAR GEM!

You must complete the 'hard path' in Road to Ruin in order to receive your fourth Clear Gem. Look for the skull 'n' crossbones platform to get there.

#### FIFTH CLEAR GEM

Like with Road to Ruin, you'll need to complete the 'hard' path in Cold Hard Crash in order to receive your next Clear Gem. The 'hard' route will eventually lead you back to the main path where you must complete the level.

#### ANOTHER CLEAR GEM?

In Reunion, you must have picked up the Green Gem from the Eel Deal in order to access a green gem platform. It will transport you to a new area where you can pick up another Clear Gem, then return to the main path and complete the level.



To get to this point, you had to jump over that dog, dark pit!



This secret path leads to red gems.



You've got to beat the timer to get to the yellow gem.

# zone out



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# DIDDY KONG RACING

## Diddy Kong Racing: Mini-Strategy!

SYSTEM: NINTENDO 64  
PUBLISHER: NINTENDO

**F**irst there was Mario Kart. Now here comes Diddy Kong Racing. With its many colorful worlds, secret hidden adventures, and tons of your favorite characters, this game is set to be a big seller this Holiday season.

To help all of our loyal readers out, we here at UGP have decided to give you a helping hand with each and every one of this fantastic game's bosses. So what are you waiting for? Slip on your brain bucket, fasten your seatbelt tight, and let's put the pedal to the metal! Ready, set... go!!

### OVERWORLD INTRODUCTION

Just like in Super Mario 64, Diddy Kong Racing is played on an overworld containing many secrets, as many as 24 courses, and hopefully some surprises. There are four basic Worlds, Dino Domain, Snowflake Mountain, Sherbet Island, and Dragon Forest, and following these is a race against Wipac which, if won, will help to unlock a fifth World, Future Funland. After beating Wipac, the big game boss, a second time (that's right, pork-ers!) in World 5, you'll unlock Adventure 2, which is all of the courses of the first game mirrored. This game just never seems to stop.

### I DREAM OF... THE GINNY ELEPHANT?

He's no Barbara Eden! He's Taj, the goofy elephant gale who is your island helper. Use him to change vehicles and gain three balloons by beating him in Overworld races.

### KEYS TO THE PALACE

There are four TT keys in the game, one in each of the four basic worlds. There are also four Wipac emulet pieces, won by beating the boss in each world.

Wow! With a couple of adventures and a bunch of tracks, DKR is big fun!



If you can see big blue elephants, perhaps you shouldn't be driving.

**Ancient Lake, Dino Domain:** After passing over the Starting line, drive about 50 feet (Diddy fast, not so) and look to your right, where you'll see a small rock arch and a medium-size rock. Use the rock as a ramp to get the key, which opens up Fire Mountain.

**Snowball Valley, Snowflake Mountain:** Located in a secret little cove near the starting line, the second key is hidden much better than the first. On the starting line, take a direct left and you'll find the cove.

**Crescent Island, Sherbet Island:** After you pass the first Zipper on the left branch, take off into the water. Pass the Zipper and float out into the water. Swing right to find the third key hidden in a little inlet.

**Boulder Canyon, Dragon Forest:** After passing over the drawbridge, grab a Turbo boost and turn around. Line up with the bell (you'll hear a chimino) and then drive underneath it. The drawbridge will lift and you'll need to hit your Turbo to help you grab the key at the bridge's top.

### Dino Domain



- 1 Some of the visuals in this game are just short of stunning.
- 2 Racing the bosses is always harder the second time around.
- 3 The secret Mountain shortcut. Can you find it?
- 4 This Zipper is hidden just well enough to miss the first time...

## Bosses

All of the bosses present an every first challenge and then a much trickier second race. Forming a strategy is pertinent for the second race.

### TRICERATOPS — FIRST & SECOND RACE

The keys to beating this guy are to stay as close to the left-hand wall as possible (barring obstacles), use the Turbo and Missile balloons often, avoiding the difficult obstacles, and — if you use the shortcut — make sure to hit the Zipper. Mastery of the Turbo Start is mandatory. Watch out for the trees he knocks over and his increased speed. Stay ahead of, or beside, him from the start to win.

### WALRUS — FIRST & SECOND RACE

This is a straight race with no shortcuts. To master this race, you need to stay close to the center of the course. Use the Sharp Turn Technique to keep from crawling the walls too high. The only exception to these rules is to grab Blue and Red Balloons, which are peppered along the course's sides. In the second race, you'll need to blast the Walrus once and use one Turbo to stay ahead.

### OCTOPUS — FIRST & SECOND RACE

This sucker seems impossible at first, but we've practiced several lethal tricks to beat him. Just after the starting line, pull to his right, avoiding the mines and bubbles he'll lay (mines in the first race, bubbles in the second). Avoiding his discharges requires you to swerve left and right. Stay a few lengths behind him until you've picked up two Red Balloons and then use that Homing Missile to slow him down in the last leg of the race just after the long tunnel. Then use Blue Turbos to get close. To pass him, take the inside route in the tunnel and hover over the low, left slopes. Then use Blue Balloons to stay ahead.

### DRAGON — FIRST & SECOND RACE

To beat this Dragon, dodging his green spouts (he's obviously a heavy smoker) is mandatory. But getting a head on him takes a little practice. In the first leg of the race, stay behind him and dodge the patches. Do this by swinging through narrow columns inside the tunnels. Get the homing missile before you leave the tunnel and stay relatively close. Now, to pass him, reach the outside area with a single windmill. Attack him with the

homing missile and then use the Turbo underneath the windmill to pass him for good. Use turbos to stay ahead the rest of the way.

### WIZPIG RACE I

Tricky, tricky, tricky. Wizpig races you on foot in an unseen part of the Overworld, and he's no slacker, but he's beatable. Although not absolutely necessary, knowing the track and hitting every single Zipper are the major keys to beating the big ham. Each Zipper is key to hit, but the place to pass Wizpig is on the third, fourth, and fifth Zippers (there are six in total). The third is couched on a narrow slant of rock on the far left. It's also angled oddly, slamming you into a rock if you don't angle properly. The fourth is on the right side afterward, and the fifth is located on the left at the very end of the thin rock strip. This last one's key because if it powers you past Wizpig for good. And of course, the first Zipper is also important to give yourself a clear lead. Beat him and you'll help to open up Future Funland.

### WIZPIG RACE 2

That fat pig ain't playing games any more. Now you're in his world, baby. In the beginning, stay left and use the R button to stay high and to the far left. Manage to avoid the laser shots by timing your passage underneath the following rock arches. Pick up a Red Balloon under one of them. Crashing once or twice is OK, but any more than that leaves you worthless. Outside, stay to the left and zoom low to grab a single red balloon. You will also avoid enemy fire this way. Before Wizpig enters into the next tunnel, peg him and then, when you enter that tunnel, grab the turbo on the far left. Stay close to Wizpig by using red and blue balloons in this tunnel, and watch as he takes heat through the tunnel thanks to the electronic blue wires. To avoid being shot into sheer misery in the chaos room, arch high and above the rest of the crowd. You won't lose too much speed, and even better, you won't get hit at all. Beat him and you'll open up Adventure 2.



## Sherbet Island



- 1 In the outer reaches of the Overworld, Sherbet Island awaits you.
- 2 The Octopus boss is a real pain. Guess what we'll be ordering for sushi next week.
- 3 Using the walls to the best way to increase your speed to pass the Octopus.
- 4 Don't forget the Trophy, Timed, or the Challenge races.

## Snowflake Mountain



- 1 You have many race choices in each World.
- 2 These snowballs will flatten you in an instant.
- 3 The Walrus boss is goofy and won't throw stuff at you.
- 4 If you're ahead of the Walrus boss by this point, you've just about wrapped up the boss race.

Use it by land, live it by sea and air, there it they're coming by airplane!



## Future Funland 1

- 1 This is the port to the boons fifth World. Remember what used to be here?
- 2 You'll face the final boss, Wapig, again in the fifth World.
- 3 An amazing chaotic course, Spaceport Alpha will rock your world.
- 4 Beautiful graphics are just part of the reason DOR is better than Mario Kart 64.



## Dragon Forest



## Keys

- 1 Is the first race of the first level, the first key is easy to get. The following ones aren't so easy.
- 2 Crescent Island is a great little stage with a hidden key, and two short-cuts.
- 3 Boulder Canyon's key is the hardest to find without this strategy guide...
- 4 Check all of the caves in Sackville Valley for the third key.



## Codes

Enter these codes in the Cheat menu, then go to the CODE LIST and turn them on. Now you're fully ready to CHEAT your way through every race!

### How to Get Drumsstick!

In order to get Drumsstick as a playable character, you must first win all the emulet and TT pieces in order to complete Waz Pig's "face". Once you've done this, Drumsstick will be available, but you still have to find him. Go to the main world, and look at the frogs that are hopping around the pond. One will have little red rooster feathers on its head. Run over it, and Drumsstick should appear! Now quit the game and start a new game. Go to the Character Select screen and Drumsstick should be nestled between Diddy and Bumper.

### TURNED START BOOST

In order to get a turbo boost at the start, wait until the word "Ready" starts fading out and the word "Go!" is about to come up. Hit A at the point and if you do it correctly — it's turbo boost heaven! Be aware that this method may work differently for the various vehicles. Notice also that a bluish flame appearing from your exhaust pipe will mean that you got the best boost possible while a yellow/orange flame means you did get a boost, just not a the best one.



We now have the deflation of a toxic offender; green balloons!

Glant emitting clocks are another good reason not to drive.

- 1 If you've never been to a swine village, now is your chance...
- 2 The Dragon boss coughs up green smoke balls to obscure your path.
- 3 Coming out of this tunnel, you should peg the dragon with a homing missile.
- 4 Underneath the windmill is a little blue surprise.

CODE	EFFECT
FREEFRUIT	Start with ten bananas
TOXICOFFENDER	All balloons are green
COUBLEVISION	Two players can use the same character
OPPOSITESATTRACT	All balloons are rainbows
BOOYARMOR	All balloons are yellow
BOMBASAWAY	All balloons are red
ROCKETFUEL	All balloons are blue
NOYELLOWSTUFF	No bananas in multiplayer mode
BYEBYTBALLOONS	Computer can't use weapons
JOINTVENTURE	Two-player Adventure
BLABBERMOUTH	Changes horn sounds
BOGUSBANANAS	Bananas slow you down
VITAMING	Unlimited bananas
TIMETOLOSE	Extremely difficult AI
ZAPTHIZZIPPERS	No zipers
FREEFORALL	Fully powered-up balloons

### OPTIONS

STATUS  
TIME TRIAL GOY  
RETURN



Just look at the size of that trophy! Woohoo!

TROPHY RACE  
ENTER TROPHY RACE  
EXIT





# San Francisco Rush

## EXTREME RACING

### San Francisco Rush: Keys and Codes!

SYSTEM: NINTENDO 64  
PUBLISHER: MIDWAY

**A**s racers go, Midway's *San Francisco Rush* ranks among the very best. The game is fast, furious and fun. But underneath its slick racing exterior lies a world filled with alternate paths, hidden cars and secrets at every turn.

**Note:** Keys must be obtained in regular race mode. With the use of a memory pak, keys are saved automatically once acquired and players will not have to search for them again. As time is limited, use the practice mode to map out key locations and then seek them out in regular races.

#### TRICK 1

**Key 1:** Located directly behind the start line in the tunnel. A quick U-Turn and it's yours.

**Key 2:** Just left of the start sign, suspended in the air. Get some speed on the bridge, turn around and go for it. If you hit a bump in the dirt correctly you'll fly right into it.

**Key 3:** Past the bridge on the left side, floating above ground. Hit the grass just past the concrete ramp and the car will sky-rocket into the air. Practice and luck required.

**Key 4:** Just past tunnel (with sun-bombs) on the left side. Break through the fence, and stay to the left side. It can't be missed.

**Key 5:** Right after the finish line on the left side (partially hidden by trees)

is a small tunnel. Take the tunnel, slowing at its end. Once out, turn around. Viola.

**Key 6:** Further past the finish line on the left side (just beyond the tunnel) is a grass ledge that can be followed for the final key.

#### TRICK 2

**Shortcut:** Rounding the second turn on the left side there is a tunnel. It's one of the more difficult shortcuts in the level, but if performed correctly players will gain a few seconds.

**Shortcut:** Break through the red cones and stray to the left. A time saving ramp will be revealed.

**Shortcut:** Just past the checkpoint break through the next set of red cones and swerve to the left once more. This shortcut leads to a broken-down freeway that can be jumped.

**Note:** For better results try jumping the freeway at an angle from right to left.



track 2



**Key 1:** This is a tricky one. The key is hidden underneath the broken freeway. Slow the car down and drop to the ledge below the freeway. It may take a bit of practice. Once this is managed, turn around and drive back to the dead-end wall where the key is waiting.

**Key 2:** These keys ain't getting any easier. Key 2 is located on the other side of the freeway and it must be jumped. Once again, practice makes perfect. Players will come to a giant red half-pipe with 'Rush' tattooed above its peak. The key is located directly in the pipe's middle, hidden in a small indent. **Note:** Try searching for it using dashboard view.

**Key 3:** This key is also hiding on the half-pipe, but on the far right side. Players will need to gain speed to ride through the giant loop. The key is dangling in its middle and can only be obtained by successfully managing the soccer. Good luck.

**Key 4:** Just beyond the diesel truck and down an alley (on the right side) that appears just before the first water fountain. Simply ride in and grab it.

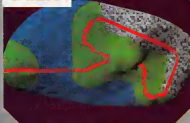
**Key 5:** A bit more tricky. Gain a bit of speed and hit the first water fountain

at an angle. This will shoot the vehicle up and through a secret window located in the building. Once again, players may need to keep trying to get this one right.

**Key 6:** The key is at the bottom of the second fountain.

**Key 7:** Drive directly underneath the diesel truck and jump onto the building. Follow the path and jump to the next building and stop. Now turn around and slowly drive off the ledge into the alley-way where the final key is located.

track 1





- 1 Turn on the headlights!
- 2 Foggy night is a tough code!
- 3 VW bus, anyone?
- 4 That's a long way down...

- 5 You can make your rear tires really big...
- 6 ...or the front ones. Weird code, huh?
- 7 Hey, where'd all the detail go?

This map will help you find all of San Francisco's famous landmarks.

### TRACK 3

**Key 1:** Turn around and drive to the right side. The key is located just behind the trolley.

**Key 2:** At the end of the first straight-away, behind some trees, is a stairway. Drive up it slowly and then turn around. The key is against the wall.

**Key 3:** Located directly above the checkpoint right past the curving road. It can't be acquired straight on. Players must pass it by, turn around and jump the road backwards.

**Key 4:** Just past the next checkpoint on the left side is shortcut canyon. The key is floating inside the canyon's right shoulder.

**Key 5:** Right after the canyon shortcut a key floats inside the tunnel with the checkpoint sign. It must be jumped backwards.

**Key 6:** Avoiding the Chinatown shortcut, this key lies at the top of the hill. There is a brown wooden gate with an opening on its far right. The opening leads to 'the cloud room', where they key is hidden.

**Key 7:** On the side street at the top of Lombard. Take the Chinatown shortcut to get there.

**Key 8:** At the exit of the sewer shortcut on the left. Note: The sewer is located at the bottom of downhill slope on the left side behind some trees.

### TRACK 4

**Key 1:** In the bus stop at Start. Jump backwards from fountain in skate park.



**Key 2:** Located in the green right past the skate park. It's suspended in the air. There is a road located to the left of the skate park that must be used. Gain speed, stay in middle of road and hit the grate jump. Your vehicle will launch into the air and right into the key.

**Key 3:** Past the skate park on the main road, two buildings have yellow signs pointing to the left. Ignore sign at second building and steer to the right. A secret path appears. This path rounds a bend to a green jump. Floor it. Jump to the third story for this key.

**Key 4:** Same thing, only this time jump to the second level. The key awaits at the end of the path on the roof of a nearby building.

**Key 5:** In the alley way, just past the three level jump.

**Key 6:** In the parking garage. Note: Take the path on the second-story and turn left.

**Key 7:** To the right of the triple rooftop jump. Note: Grass opening houses two tunnels, one with yellow ramp. Take the one on the right side. This will jump out onto a building. Players should attempt to steer to the right without crashing, where the key is hidden.

**Key 8:** In alley-way off of the second left at the merge area near the finish.

### track 3

### track 4

## Track 5

**Key 1:** This is probably the hardest key to get in the game. Go to Fort Mason (the beach). Turn around and put the pedal to the metal, launching the vehicle off the dirt hill. If done correctly, car should launch into the air and onto first set of buildings. From there, it should jump again to the next set of buildings where the key is waiting. Lots of luck. This is a hard one.

**Key 2:** Same thing, only this time jump to the first set of buildings and stop. Now, jump to single building on the right side.

**Key 3:** Just past the pier on the main road will be a shortcut in the middle of yellow arrows. Avoid trees and hit jump straight and fast. Vehicle will land on the rooftop of a house. Angle car to the left and jump the rooftop. If done right the vehicle will be sent flying into the direction of this very difficult to obtain key.

**Key 4:** Located behind buildings with the clothesline.

**Key 5:** Follow the main road past the broken window. On the left side near the top of the hill will be a dirt jump. Hit it angled left. If performed correctly, the car will fly through opening in the building for the key. Very hard.

**Key 6:** At the gas station.

**Key 7:** Once the main road hits its peak and begins to slope back down again, a path can be taken on the right side of the road. It leads to another brick pathway which ends at a jump. Take the jump, but not too fast. Once this is managed, quickly turn around. A key is hidden behind the jump.

**Key 8:** Final downhill, in the parking garage on the right side of the street.

## Track 6

**Key 1:** Inside entrance to hidden tunnel on the left side. Note: Hidden tunnel is located right after the first checkpoint on the left side. It's blocked by a wooden gate that can be driven through.

**Key 2:** In the golf course to left of the lake jump shortcut.

**Key 3:** Seal Rock. This can be reached by jumping from a downhill slope.

**Key 4:** Behind the buildings near Seal Rock.

**Key 5:** Behind the buildings near the breakable window.

**Key 6:** Past the breakable window, all the way up the hill and past the checkpoint will be a white cathedral which can be driven into for a key.

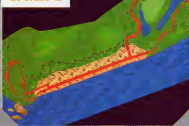
**Key 7:** Right across from the white cathedral will be a series of yellow signs. Drive slowly past them and over the mountain. All the way at the bottom of the green a secret cave awaits: Pappy Land. This cave has loads of loops and jumps, in addition to the last two keys of the game. The first key is located right in the middle of the loop.

**Key 8:** The final key is hidden atop the ceiling in the middle of the cave. It can be reached by driving up the wall and then shooting over. Good luck. This one is a doozy.

## track 5



## track 6



**Note:** Once half the keys are obtained for a level, a secret car, the cab, is revealed. After all the keys have been acquired, the hotrod becomes available for racing. If players manage to finish a circuit, ranking second place or higher, then the third and final car, the F1, will become playable after pressing Z four times at the car select screen.

**Hint...** wonder where that ramp leads to...

**Stop one:** fasten seat belt. **Stop two:** check rear view mirror. **Stop three:** start screaming!

## And now for the codes...

**From the Setup Screen:**  
Turn on/off mines  
L, R, L, R, L, R

**Play inverted**  
UP, RIGHT, DOWN, LEFT, DOWN, RIGHT, UP, LEFT

**Auto abort disable**  
C-Up, C-Up, C-Up, C-Up (quickly)

**Attempt to resurrect in place**  
hold Z while pressing C-Left, C-Right, C-Right, C-Left (quickly)

**Change gravity**  
hold Z and hit UP, DOWN, Release Z and press UP, DOWN, UP, DOWN

**No Game timer**  
hold Z and hit C-Down, C-Up, C-Up, C-Down

**From the Car Select screen:**  
Change front tire size  
C-Left, C-Right, C-Right, C-Left (quickly)

**Change car size**  
C-Up, C-Up, C-Up, C-Down (quickly)

**From the Options Menu:**  
Enable 'Foggy Night' by selecting extreme fog with all four C buttons held down.



"SAY HELLO TO MY LITTLE FRIENDS"

# HERO FIGHTERS ASSAULT



YOU WANT TO BE A HERO?  
DOGFIGHT BOSSes AND  
BOSSes OR GO HEAD-TO-  
HEAD IN TWO-PLAYER COM-  
BAT IN STUNNING GRAPHIC  
ENVIRONMENTS TO SAVE  
THE EARTH YET AGAIN.  
THERE ARE 10 LEVELS OF  
FAST ACTION THAT DEMAND  
FAST REACTION. JOIN THE  
BATTLE IN THE ONLY GAME  
THAT MATTERS.



VIDEO SYSTEM

PARADISE ENTERTAINMENT

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# DEAD OR ALIVE

## Dead or Alive (Import)

SYSTEM: SATURN

PUBLISHER: TECMO

**F**arguably the most impressive Saturn fighter to date, *Dead or Alive* has extremely gorgeous graphics and intuitive gameplay, plus there's also a whole bunch of little things that keep you coming back for more. And the designers didn't limit the extras to the ever-popular "breast juggle," either. There's a ton of moves, extras, and secrets just waiting to be discovered.

### SECRET STUFF AT CHARACTER SELECT

**Burst Mode:** Hold the L and R buttons while selecting your character and the whole playing field will become a Danger Zone.

**Change Outfits:** Push Up or Down on the character you want to play. Each character has three fighting outfits immediately available.



Burst Mode gives you plenty of time to design your own drithble-coesbos.

**Play as Raidou:** *Dead or Alive*'s boss character Raidou becomes available when you've earned every fighter's secret outfits. He will appear on the player select screen between Bayman and Leifang.

### SPECIALS DURING PLAY

**Rewind Replay:** At the end of the round, hold down the A and C buttons before the instant replay. Pressing the B button will rewind the replay to the last few seconds of the win.

**Avoid Danger Zone Osmage:** Just before landing into the Danger Zone, press 1 + P + K. The area will explode, but you'll roll out of the way.

**Teambat:** Every character (except Raidou) can taunt during a bout. Press ○○○ + G + P + K.



There's more than one costume for each of the characters...

...pressing up will alter your character's appearance.

All characters also have several hidden costumes.

The game comes complete with bonus pics you can check out on your PC!

### KEY:

P = Punch  
K = Kick  
G = Grab  
H = Hold

(All D-pad moves are for characters facing the right side of the screen.)

### CHARACTER SELECT



Raidou, like many boss characters in a lot of 3D fighters, borrows heavily from each of the game's existing moves lists.

### CHARACTER SELECT



### CHARACTER SELECT



### CHARACTER SELECT



Here's Bayman as a scuba diver. Check out that arm-breaker move!

Here's Kasumi in a bunny suit, not quite what Hugh Hefner had in mind.

Lei Feng looks good busting gut in her French maid's outfit.

Yoshinori Tera knows how to round 'em up!



## LINKING GAMES FOR DEAD OR ALIVE

Most of the characters can connect one holding move into another. Like Tekken 3, some holds and throws in *Dead or Alive* can be extended to two or three devastating maneuvers.

### JANN-LEE

Neck Break..... ○○○○ + H into  
Takedown..... ○○ + H

### BAYMAN

Arm Grab..... ○○ + H into  
Two-Arm Snap..... ○○○○○○ + H into  
Ground Slam..... ○○○○ + P  
Rear Throw..... ○ + H into  
Rear Neck Grab..... ○○ + H into  
Neck Throw..... ○○○○○○ + H  
Ground Pin..... ○○○○ + H into  
Leg Yank..... ○○○○○○ + H into  
Knee Breaker..... ○○○○ + K

### HASUMI

Hand Stand..... ○○ + H into  
Flip Kick..... ○ = K  
Head grab..... ○○ + 1 + K into  
Backward Takedown..... ○ + H

### LEI-FENG

Stun-Punch..... ○○○○ + H into  
Strong Elbow..... ○○○○○○ + H + P into  
Ground Throw..... ○○ + H + P + K

### GEN FU

Chin Punch..... ○○○○ + H into  
Throw Back..... ○○○○ + P

### TINA

Tackle..... ○○○○ + H into  
Giant Swing..... ○○○○○○ + H  
Reverse Lock..... ○○○○ + H into  
Rodeo Hold..... Full Circle with d-pad + H  
Full Nelson..... ○○○○ (from behind) into  
Suplex..... ○○○○○○ + H + P  
Neck Throw..... ○○○○ + K into  
Back Stretch..... ○○ + H + P into  
Suplex..... ○○ + H + P

### HAYABUSA

Super Punch..... ○○○○○○ + H + P  
+ K into  
Jump Grab..... ○○○○○○ + H + P  
into  
Take It Higher..... ○○○○○○○○ + H + K

### ARIDU

Neck Break..... ○○○○ + H into  
Takedown..... ○○○○ + H

In *Survival Mode*, the entire screen is dangerous.



All fights feature this automatic replay.



## CHARACTERS

**Hidden Costumes:** Simply play through the entire Arcade mode and you'll earn one special costume for that character. The following costumes are available for each character:

### HASUMI

Blue Schoolgirl  
Red Schoolgirl  
Green Schoolgirl  
Bunnygirl  
White overalls  
Denim overalls



### ZACK

White Alien  
Yellow Alien



### HAYABUSA

Blue ninja  
Red ninja



### BAYMAN

Black Scuba Gear  
Yellow Scuba Gear



### LEI-FENG

Blue Maid Outfit  
Red Maid Outfit  
Chen-Li style  
Out-of-jeans  
Red Bikini  
Black Bikini



### GEN FU

Red Beachwear  
Blue Beachwear



### TINA

Pink cowgirl  
Yellow cowgirl  
Black catgirl  
Red catgirl



### JANN-LEE

Black Tux  
White sportjacket



# STAR WARS JEDI KNIGHT

## Jedi-Knight-Mini Strategy

PUBLISHER: LUCASARTS  
SYSTEM: PC

### Boss Strategies

**H**aving trouble with those pesky dark Jedi? Well, look no further, because our comprehensive guide to beating these suckers is all you need.

#### Mission 7 - YUN: THE DARK YOUTH

Yun's strategy is to turn invisible and blind you with his Force powers. The best solution to this scenario is to stick and move. Run away when you're blinded and wait until your vision returns. If he's invisible, you can either take a stab at the dark or back off until his powers wear off. The choice is yours, but we suggest the latter. If you've got the Force power of 'Sight,' use it to spot Yun when he's invisible and gain the upper hand.

#### Mission 11 - THE BROTHERS OF THE SITH

Two Jedi at once? Believe it, buster, this is perhaps the hardest level of the game. Here, you will face the two bad boys of the Sith. One hulking, robust, giant with a lightsaber that can reach the heavens and one small, Yoda-looking fellow stand in your way. Both

are extremely dangerous and should not be underestimated. To thwart these two, you'll have to lure one of them (try getting the big one) onto the bottom floor and take him out first. Then work on the other. The big guy uses the Jedi Grip, so be cautious. Other than that, he's fairly easy. And while the big guy isn't too tough, the little guy is extremely cunning. He's quite agile and can cast invisibility, making himself a very tough target. To remedy this, use the Force power of 'Sight,' if you possess it. Another way to handle him is to avoid him until he's in your sight again. After killing them, run up and take OT6's head.

#### Mission 14 - MAW: THE REVENGE

The pivotal point in the game, this decides on whether you become a dark or light Jedi. We



hope you've been a good boy, because from here on, we'll cover the

light Jedi aspects. Maw is an easy defeat. He enjoys floating around from place to place and occasionally uses his Force Grip powers to make your life miserable. Keep yourself healed and keep pace with him and he's as good as dead.

#### Mission 16 - SARIS: THE JEDI BATTLEGROUND

Saris plays cheap with her eye death damage. Use Force Healing and keep on the move while collecting medkits and powerups. She's not that tough. She's quick on the draw, but fails easy prey to circle strafing.

#### Mission 20 - BOC: THE CRUDE

Boc is perhaps the most useless Jedi warrior ever made. So what if he's got two lightsabers? Keep the Force Healing and Force Protection on. Kyle and you should be OK. A word of warning — he likes to jump a lot. This may disorient you at times, so stand back and wait for his feet to touch the ground before rushing him. Boc also likes to use Force Destruction. That stuff is deadly.

"Please don't cut off my head!"

### Maw, the Wimp



### Just like Lara!



#### Mission 21 - JEREC: THE FORCE WITHIN

Jeroc is devastating. He uses all the Dark Side powers on you and never seems to run out of energy. To defeat him, circle strafe and pummel him until he runs up the vent to heal himself. Then, run to the two switches on the opposite sides (behind the creeping statues) and activate them. This will prevent Jeroc from healing himself. Now run up the vent and whack away. Repeat this process and he's a dead man. Force Protection and Healing is a must! Good luck and enjoy the ending.



If you haven't visited IGN recently  
then you've missed

## Dural specifications revealed

The first Blade Runner movies

The complete Final Fantasy Strategy Guide



Watch out for Ysa's Force  
Blinding Powers!



These two Dark Jedi pick  
a punch so mean that you  
might find yourself restart-  
ing the level with effort.  
Cunning and smarts is the  
key to defeating them.



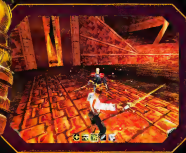
She enjoys pouncing on  
the player from above.



This is the key  
to Jerec's defeat!  
Make sure  
this tablet  
is represented.



Attack Jerec when  
he's meditating  
above,  
heading himself.





# Castlevania

## Castlevania Strategy

SYSTEMS: PLAYSTATION  
PUBLISHERS: KONAMI

### Mini-Tips GUIDE TO OUR FOM

**A**side from the cheesy headline above, we're dead serious when we say that this game is one of the deepest and most complex platformers to come out in a long time. Although Alucard won't be able to help you out by slipping you any tips, we'll sketch out some of the tighter spots in the game and sneak in a secret or two to help you out. So, keep the lights on and don't put that controller down until you've come face to face with the Prince of

Darkness, himself!

### GETTING TO THE INVENTED CASTLE

In order to find out the truth behind Richter's seemingly evil guise, you'll need to access the secret room below the Clock Chamber in the center of the castle. There's a path just waiting to open in the floor of the room... so how do you get it to open up? You'll need two items: the Gold Ring and the Silver Ring. Equip them both once you reach the Clock Chamber and voila! The path is now open wide for exploration! Inside the Clock Chamber, Maria will be waiting for you. Talk to her and she'll hand over the Holy Glasses. Equip the glasses when you enter the fight with Richter in the top room of the castle. You'll find that he's being controlled by some evil force! Destroy the Orb controlling Richter, then head into the room past him. Use the Gold and Silver rings again to reach the new castle!

### GETTING THE GOLD RING

You'll automatically receive the Gold Ring when you defeat the Succubus masquerading as Alucard's mother in the pseudo-save point area

How do you get to this point?  
After defeating Shaft's orb, make sure to walk to the far left, then use the rings to transport!



called Nightmare. You'll find an opening leading to the area in the wall of one of the deep chambers to the east of the Clock Chamber.

### GETTING THE SILVER RING

Obtaining this item is a little trickier than grabbing the Gold Ring. It's located in the room just beyond the long hall filled with spikes up near the bell towers. You know the one... but before you can even attempt this feat, you'll need three things: the Spike Breaker Armor, the Power of Mist, and the Form of Mist.

### ACCESSING THE SUBTERRANEAN AREAS AND GETTING THE SPIKE BREAKER ARMOR

Puzzled on how to get down past that wooden bridge in the caves near the waterfall? First of all, you'll need the Soul of Bat. Find the waterfall and fly over the drop and to the top left of the screen. You'll now enter a small room with a switch on the wall. You'll also have a new friend in the shape of a barrel-throwing skeleton. A message will flash on the screen — "some-

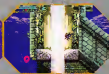
### Shield Rod Combos

Make sure to pick up the Shield Rod from the Colosseum area because it's probably one of the hardest items to wield as the earlier boss fights. When equipped with any shield, the Rod will act as a catalyst for spell casting! All you need to do is press Square and Circle when you have the Rod equipped in one hand and any shield in the other to perform one of the following spells:

SHIELD	SPELL
Aesford Shield . . .	Summon Axe Lord
Dark Shield . . . .	Meteor Attack
Fire Shield . . . . .	Fire Attack
Goddess Shield . . .	Dark Defense Up
Herald Shield . . . .	Fire Defense Up
Iron Shield . . . . .	Giant Sword Attack
Knight Shield . . . .	Defense Up
Leather Shield . . . .	Defense Up
Modena Shield . . .	Laser Attack
Shaman Shield . . . .	Intelligence Up
Skull Shield . . . . .	Giant Laser Attack



thing's happening near the bridge." Flip the switch and head back to the wooden bridge. Lure the skeleton over to the bridge and have him break it with one of his barrels. Who said that the dead are useless? Now you've got access to the underground caverns and the Spike Breaker Armor! Get to it!







Head	Herald shield	CON	44						
	Necklace	INT	44						
	Plastic necklace	CON	44						
21K	30x25	DEX	44						
30K	30x25	DEX	44						
INT	30x25	DEX	44						
LCK	30x25	DEX	44						
	Weighted cloak	ATT	70	70	70	70	70	70	70
	Ring of Palis	DEF	84	84	84	84	84	84	84
	Plastic pendant	DEF	84	84	84	84	84	84	84
	Slower plate								
	Iron mail								
	Holy mail								
	Healing mail								
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To get to this room, you'll need to get to the top of the Outer Tower, then fight your way through



This iron gate will only open once you've triggered all the gears in the room.



It's essential to continually check your castle map for unexplored areas!

If Alucard possesses the Sword Card, he can summon the 'Sword Brothers':  
 ○○○○○○, Square or Circle

**You also missed**

## Zeida 64 DD Takker 3 details



# Croc

LEGEND OF THE GOBBOS

## Croc Mini-Strategy Guide

SYSTEM: PLAYSTATION, SATURN  
PUBLISHER: FOX INTERACTIVE

### SAVING THE GOBBOS

While surviving through each level and reaching the end goal remains the obvious main objective of Croc, in order to access the secret levels, you'll need to play a good amphibian and rescue your friends. There are six Gobbos that need to be found on each level (excluding the boss stages) of Croc and while some of them are in clear sight, others may be a little more difficult to locate. On some of the game's stages, you'll even need to collect all of the colored gems to enter a secret room in order to find the last elusive Gobbo. You'll need to save all the Gobbos in order to collect secret items called "Jigsaw Pieces" and to be able to access a whole new bonus island and a slightly different ending! Just remember that NOBODY ever said that being a crocodile and saving the world were easy tasks. Get to it!



### SECRET BONUS AREAS!

Pick up extra lives and gems! These bonus areas will give you the extra fuel you'll need to finish the game and save your Gobbo friends.

### AND SO THE ADVENTURE BEGINS...

(Level 1-1) Stomp three times on the second floating platform with the colored gem on it.

### SHOUTIN' LAUR LAUR LAUR

(Level 3-1) Take a look behind the large rock on the left. You'll see some sparkles. Walk directly into them.

### FIGHT NIGHT WITH FLUBBY

(Level 1-B2) Stomp the rock directly to the left of the starting position and drop into the hole to be transported.

### BE WHEELY CAREFUL

(Level 2-2) Walk through the door into the second area then edge towards the right of the key platform and let Croc slide off the edge. He should land safely on a platform with a bonus "sparkle."

### I SHOW HIM SO WELL

(Level 2-4) Take a look in the left corner as you walk through the door to the second section. You'll spot some sparkles there. Walk into them.

### LICENSE TO CHILL

(Level 2-6) In the second area, hop across to the furthest row of rafts and ride on one until the end of the line. Let it disappear and you'll land safely on a platform below.

### LIGHTS, CAMEL, ACTION

(Level 3-1) Stomp the first jelly you come across three times.

### LEAP OF FAITH

(Level 3-6) Stay on the first dropping platform. You'll be safely dropped onto a platform below.

### HASSLE IN THE CASTLE

(Level 4-2) On the top level near the monkey bars, pull a running jump off the platform and you should land on a platform below.

### SWIPE SWIFTLY'S WICKED RIDE

(Level 4-5) Jump across the moving platforms until you reach the solid, static ground piece on the far end. Stomp on it three times.

### PUZZLING AROUND

Croc has his share of puzzles and mini-games that might just leave you in the dark on some levels. There are five puzzle-type mini-games throughout Croc and here's a short list of strategies on how to master them.

### THE THREE CRATE MYSTERY

After playing enough Sokolov and participating in Marco's teacup game, some of you may have mastered this technique, but for others who haven't... What you should avoid is staring directly at the box that the Gobbo is hidden within. Instead, concentrate more on the space directly above the center box, keeping a slight eye on the movements of the box the Gobbo was underneath. Sounds harder than it actually is. An easier approach to this dilemma works most of the time. If the center box begins by moving to the left, the Gobbo usually ends up underneath the center box. If the center box begins by moving to the right, then the Gobbo will most likely show up underneath the right hand box. This doesn't always work, but it seems to most of the time.

### AWAYWAY CRATE!

The easiest way to capture one of these elusive crates is to trap it against the an opposite wall or edge (usually opposite the entrance). From here, approach the box straight on and prepare to jump on top of it when it comes back your way. The crate

## Level Passwords!

Okay, cheaters. If you can't get past that certain point in Croc, you might as well cheat your way through it. Am I right? The following passwords will allow you access to that specific level, but they won't give you any saved Gobbos or Jigsaw Pieces.

LEVEL	PASSWORD
1-1	U0ARU0ULL0ULU0U
1-2	U0ARU0ULL0R0LU0U
1-3	U0ARU0ULL0R0LU0U
1-4	U0ARU0ULL0R0LU0U
1-5	U0ARU0ULL0R0LU0U
1-6	U0ARU0ULL0R0LU0U
1-B1	U0ARU0ULL0R0LU0U
1-B2	U0ARU0ULL0R0LU0U
2-1	U0ARU0ULL0R0LU0U
2-2	U0ARU0ULL0R0LU0U
2-3	U0ARU0ULL0R0LU0U
2-4	U0ARU0ULL0R0LU0U
2-5	U0ARU0ULL0R0LU0U
2-6	U0ARU0ULL0R0LU0U
2-B1	U0ARU0ULL0R0LU0U
2-B2	U0ARU0ULL0R0LU0U
3-1	U0ARU0ULL0R0LU0U
3-2	U0ARU0ULL0R0LU0U
3-3	U0ARU0ULL0R0LU0U
3-4	U0ARU0ULL0R0LU0U
3-5	U0ARU0ULL0R0LU0U
3-6	U0ARU0ULL0R0LU0U
3-B1	U0ARU0ULL0R0LU0U
3-B2	U0ARU0ULL0R0LU0U
4-1	U0ARU0ULL0R0LU0U
4-2	U0ARU0ULL0R0LU0U
4-3	U0ARU0ULL0R0LU0U
4-4	U0ARU0ULL0R0LU0U
4-5	U0ARU0ULL0R0LU0U
4-6	U0ARU0ULL0R0LU0U
4-B1	U0ARU0ULL0R0LU0U
4-B2	U0ARU0ULL0R0LU0U

usually will take two directions when

it takes flight, so prepare for a shift in direction when it begins moving.

### THE THREE SWITCHES

There's no foolproof way to master the art of destroying enough pop-up sheep, penguins, or emerging grim reapers in the three switch platform mini-game. The best advice would be to remain on the center switch and try to remain in mid-jump at all times during one of these rounds. You don't have to destroy all the enemies, but just enough to get the Gobbo. So, if you miss a couple, it may not affect you. If you land on a switch, jump

And you've probably missed

The World Exclusive Tomb Raider 2 demo  
The mysterious "Project X" unveiled

And much, much

more...



Always keep an eye out for extra lives! You won't come across them too often.



The Kame and Cactus Jack are infinitely tough. Keep moving when you get to them.

Chameleon and Fendin are both knockovers for three well-placed hits.

Fosley and Hoy will require some thinking to defeat. Watch their patterns!

Immediately and steer Croc to the next switch to stay on your toes. If you destroy enough of the sheep, penguins, etc. by stomping on the corresponding switches, you've got yourself a Gobbo.

### THE CRYSTAL-CATCHING CAULDRON

The shifting cauldron mini-game is like the three switch game. Begin the round by standing in the center between the two switches and be prepared to jump when one of the crystals appears. Anticipate the crystal's position by using common sense (if the first crystal is on the far right, it usually means the the next one will be to the left). Try to face front at all times and avoid letting Croc get off back with the switches. This can provide just enough hesitation to make you miss a crystal and lose the round!

### THE CRYSTAL-STERLING GHOST!

This guy will show up during the Crystal Door rooms on the third island. You'll have to skip, hop and run along segmented paths, outwitting him to collect the last Gobbo! The best strategy at beating the ghost to the silver key in each round is to ignore the gems and keep an eye out for alternate paths that the ghost may not spot before you. Stay ahead of the ghost when you do run into him and you're sure to pick up that

## Ultimate Passwords

So, you still can't get through even with the level passwords, eh? Well, then the following passwords are for you, then. These will give you access to all the previous islands, including 100% of the Gobbos, secret stages, and Jigsaw Pieces!

ISLAND	LEVEL	PASSWORD
Ice Island	Level 2-1	...RQUDURUULLURUD
Desert Island	Level 3-1	...LURDUURDUUDULLD
Castle Island	Level 4-1	...RQUDULDDUDDUULD
Secret Santical	Level 5-5	...LLURRRLDLRULR



## MK Mythologies: Sub-Zero

SYSTEM: PLAYSTATION, N64

PUBLISHER: MIDWAY

### BOSS STRATEGIES

**4** You know, MK Mythologies will have Sub-Zero running around in a completely new environment than we're used to seeing him in. The medieval-style must collect items and fight the good fight in order to emerge victorious. Since the level designs for the game are fairly straightforward, we decided that a walkthrough probably wouldn't be necessary for most MK fans out there. Instead, we're giving you the lowdown on how to get past those annoying level bosses so you and Sub can get through the game in one piece! The strategies are simplistic, but they're intended to give you an idea of what you can do to defeat each boss. More savvy 'Kombatants' may have their own ways for doing each boss in.

### PASSWORDS

LEVEL	PASSWORD
2.....	THWMSB
3.....	CNSZSG
4.....	ZVRKOM
5.....	JYPHIO
6.....	RGTKNS
7.....	QFTLWN
8.....	XJKNZY

### LEVEL 1: SCORPION

Scorpion is a complete pushover! Simply freeze him and throw in a couple uppercuts to finish him off. The only thing you might want to avoid doing is throwing him. He'll usually want to do it right back to you.

### LEVEL 2: WIND GOD

Using throws and well-timed freeze moves, you should have no problem defeating the Wind God. When he spins, just wait for him to slow down, then freeze him! This way you'll be able to run in and get him with a couple of swipes before he throws out. The only problem that you might encounter is his self-destruct tornado. When you have depleted his life, he'll summon a huge gust of wind. When this happens, run all the way over to the left side of the platform without falling off. Wait out the tornado and then continue

### MISSION OBJECTIVE

COLLECT THE THREE  
ICONS REPRESENTING  
ELEMENTS OF WIND

LOAF

Find out what you're  
supposed to do...



...and then tell the  
highway to hell!

gets back up, pull off a multi-hit combo. Always be ready to block his attacks, but simply stick to the formula of footsweep, then combo to ensure success! Now that you're past the elemental bosses, it's time to take on what's next.

### LEVEL 6: ZOMBIE SCORPION & BLADE BOSS

Scorpion hasn't changed much, even after death. He's still a sucker for the freeze move! All you have to do is freeze and combo him, repeatedly, to send him back to the afterlife. If he manages to land a spear on you, simply block to avoid taking damage from his combos. The Blade Boss you curving Midway for a little while, until you discover a pattern to

defeat him. All you need to do is make sure to stay out of his striking range, then when he's passes his falling, run in and roundhouse, jump kick, then jump back. If you do it fast enough, you'll score some damage on him, and avoid getting hurt when he begins falling again. Keep repeating this, and continue to stay out of his range! You'll have him beat in no time.

### LEVEL 3: EARTH GOLEM

Be patient and use good timing when fighting the Earth Golem. Wait until he takes a couple of steps towards you, then run in and, in one flowing motion, uppercut, jump kick, then retreat. Wait for him to move towards you again, and simply repeat the same process until the Golem is dust.

### LEVEL 4: WATER DEMON

Make sure to pack a lot of herbs before you go up against the Water Demon. His projectiles will do plenty of damage and his Juggle move is fierce. First off, simply collect your wits and find a nice spot where you can stand and block. Now all you have to do is freeze him, then run in for a nice six-hit combo, then retreat. Keep doing this until he's defeated and you're ready to head to the next level!

### LEVEL 5: FIRE GOD

Fire and ice have no compatibility in real life, and the same thing is true in MK Mythologies. Your freeze move is absolutely useless against the Fire God, so don't even bother using it. Instead, look for his pattern of attack. When he moves towards you, walk up to him and footsweep him. When he

### LEVEL 7: TOUGH MINI-BOSSSES

#### FIRST BOSS:

#### DINOSAUR JOCKEY

You'll want to wait until the dinosaur charges towards you, then you'll want to charge it, as well. Jump at the Dino, then kick it at the last minute. Do it again, then jump backwards. If the dinosaur charges at you again, just repeat the procedure. If he decides to try to fry you with his firebreath, stand back, then simply jump in for only one hit, then jump out of harm's way. You should be able to take him down repeating this pattern.

#### SECOND BOSS:

#### FLAMETHROWER ROBOT

This guy may seem tough at first, but all you really need to do is keep your cool. When you're ready, make sure to keep out of the range of his arms. Attack him by running in and performing a standing high kick, then a speedy jump kick. Immediately after, return to your safety point. Repeat this pattern even if he uses the flamethrower. If he moves towards you, run up to him and attack him mercilessly.

### THIRD AND FOURTH STAGE BOSSSES

If you managed to master the timing and tenacity of beating the first Robot, then the next two simply require the same type of attacks and precision. The only real difference between the Flamethrower Robot and the Machine Gun Robot, is that you'll need to avoid the latter boss' gunfire. You can't permeate bullets like you could the fire shower. Keep this in mind, but keep up the rhythm used to defeat the second stage boss.

### FINAL LEVEL: SHINROK

Before you take on Shinrok, the end boss, you must realize that you cannot kill him. You need to damage him enough so that you can grab the Amulet. Wait for Shinrok to freeze a fireball your way, then duck and freeze him. When you're able to do this, simply run and duck into the opposite

portal to get behind him. Freeze him again, once he throws, in order to buy a little time. Once this is done, walk up to him and grab the Amulet. This requires fast action, so you'll need to be prepared. Once you take the Amulet, Shinrok will transform into a monster! All you need to do now is survive a quick dash over to the newly opened portal on the opposite side of the room to win the game! Congrats.

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# FIGHTING FORCE

## Fighting Force Move List

SYSTEM: PLAYSTATION

PUBLISHER: EBROS INTERACTIVE

### FLAIR

X	.....	PUNCH
XX	.....	DOUBLE PUNCH
XXX	.....	DOUBLE PUNCH, DOUBLE SPIN PUNCH
X	.....	WHEN STOOD OVER AN OBJECT OR WEAPON TO PICK IT UP
X	.....	TO USE WEAPON
X	.....	WHEN STOOD NEXT TO A PIPE OR RAIL TO RIP OFF
Square	.....	KICK
Square, Square	.....	DOUBLE KICK
Square	.....	TO KICK VILLAIN ON THE FLOOR
O	.....	JUMP
OX	.....	360 DEGREE HANDSTAND
	.....	SWOOP KICK
O, Triangle	.....	JUMP, SPIN, STAMP (when villain is down)
Square, O	.....	FLIP KICK
Triangle	.....	BACK FIST
Triangle, Triangle	.....	DOUBLE BACK FIST, PUNCH

### WHILE HOLDING VILLAIN

Triangle	.....	GRAB VILLAIN WHILE NEXT TO THEM
O	.....	FLIP BACK KICK
X	.....	KNEE CRUSH SMACK
Square	.....	TO KNEE IN THE FACE
Triangle	.....	KICK FLIP BACK KICK

### CHARGES

R1+X	.....	SLIDE ATTACK
R1	.....	PRESS DIRECTION BUTTON TO RUN IN DESIRED DIRECTION, THEN PRESS Square BUTTON TO PERFORM SPINNING 360 KICK

### HAWK

X	.....	PUNCH
XX	.....	DOUBLE PUNCH
XXX	.....	DOUBLE PUNCH, UPPERCUT
X	.....	WHEN STOOD OVER AN OBJECT OR WEAPON TO PICK IT UP
X	.....	TO USE WEAPON
X	.....	WHEN STOOD NEXT TO A PIPE OR RAIL TO RIP OFF
Square	.....	KICK
Square, Square	.....	DOUBLE KICK
Square	.....	TO KICK VILLAIN ON THE FLOOR
O	.....	JUMP
OX	.....	360 DEGREE SPIN KICK

O, Square	.....	KICK WHILE JUMPING
O, Triangle	.....	JUMP & STOMP (villain is down)
Triangle	.....	BACK FIST
Triangle, Triangle	.....	DOUBLE BACK FIST, PUNCH

### WHILE HOLDING VILLAIN

Triangle	.....	GRAB VILLAIN WHILE NEXT TO THEM
O	.....	SHOULDER THROW
X	.....	TO PUNCH THEM
XX	.....	PUNCH, HEADBUTT
Square	.....	TO KNEE IN THE STOMACH
Triangle	.....	TO HEADBUTT THE VILLAIN
Triangle	.....	THEN PUSH FORWARD AND AGAIN TO PERFORM A GRAB BACKFLIP

### CHARGE MOVES

R1+X	.....	SLIDE ATTACK
R1	.....	PRESS D-PAD TO RUN IN DESIRED DIRECTION, THEN PRESS Square TO PERFORM A FLYING KICK

### SMASHER

X	.....	PUNCH
XX	.....	DOUBLE PUNCH
XXX	.....	DOUBLE PUNCH, HAMMER STRIKE
X	.....	WHEN STOOD OVER AN OBJECT OR WEAPON TO PICK IT UP
X	.....	TO USE WEAPON
X	.....	WHEN STOOD NEXT TO A PIPE OR RAIL TO RIP OFF
Square	.....	KICK
Square, Square	.....	DOUBLE KICK
Square	.....	TO KICK VILLAIN ON THE FLOOR
O	.....	JUMP
O, X	.....	360 DEGREE SHOCKWAVE
O, Triangle	.....	BODY SLAM (when villain is down)
Triangle	.....	BACK FIST
Triangle, Triangle	.....	DOUBLE BACK FIST, PUNCH

### WHILE HOLDING VILLAIN

Triangle	.....	GRAB VILLAIN WHILE NEXT TO THEM
O	.....	SLAM
X	.....	HEADLOCK SMASH
Square	.....	SUPER UPPERCUT
Triangle	.....	THEN PUSH FORWARD AND TRIANGLE AGAIN TO PERFORM A PICK-UP, THEN
X	.....	WILL THROW HIM and O WILL KNEE SNAP HIM

### CHARGE MOVES

R1+X	.....	SNOWBALL SMASH
R1	.....	PRESS DIRECTION BUTTON TO RUN IN DESIRED DIRECTION, THEN PRESS Square TO PERFORM A FLYING BODY CHARGE

### MACE

X	.....	PUNCH
XX	.....	DOUBLE PUNCH
XXX	.....	DOUBLE PUNCH, SPIN PUNCH
X	.....	WHEN STOOD OVER AN OBJECT OR WEAPON TO PICK IT UP
X	.....	TO USE WEAPON
X	.....	WHEN STOOD NEXT TO A PIPE OR RAIL TO RIP OFF

Square	.....	KICK
Square, Square	.....	DOUBLE KICK
Square	.....	TO KICK VILLAIN ON THE FLOOR
O	.....	JUMP
O, X	.....	360 DEGREE LEG SWEEP
O, Triangle	.....	JUMP & LEG SMASH (when villain is down)
Square, O	.....	SCISSOR KICK
Triangle	.....	BACK FIST
Triangle, Triangle	.....	DOUBLE BACK FIST, PUNCH

### WHILE HOLDING VILLAINS

Triangle	.....	GRAB VILLAIN WHILE NEXT TO THEM
O	.....	FLIP THROW
X	.....	SLAP FACE COMBO
Square	.....	TO KNEE IN THE FACE
Triangle	.....	LEG SQUEEZE THROW THEN PUSH FORWARD AND TRIANGLE TO SLAM VILLAIN

### CHARGE MOVES

R1+X	.....	SLIDE ATTACK
R1	.....	PRESS DIRECTION BUTTON TO RUN IN DESIRED DIRECTION, THEN PRESS Square BUTTON TO PERFORM A FLYING KICK



Don't mess with this boy!





# ALL ACCESS

**Y**es, I can now sleep at night, gang. A small handful of you precious readers have solved the big mystery regarding those damn 1/35 toy Shinra soldiers in *Final Fantasy VII*. I heard rumor after rumor of what they MIGHT be good for, but Tom Rames and Adam Fred put them all to rest for me. They're apparently used during the small strategy bit

at Conderfort! It's so obvious, now, but of course, I couldn't figure it out! A zillion thanks to Tom and Adam for giving me the scoop on things. There are tons more RPGs coming and that means that there'll be a million more secrets and tips to be discovered. I'm sure that you'll be called on for future sleuthing, so enjoy the respite for now. Heh, heh, heh...

Your  
#1 source  
for Codes,  
Strategies,  
& Tactics!

## CODE MONKEY

**A**ccording to all the positive feedback from everyone, it seems that the *FFVII* Secrets and Tricks Guide, which ran in the November issue, was a great success! Thanks to everyone for the all the comments and suggestions regarding the section. Hopefully, we'll be able to

cover more cool games in the future. If you have a code that you feel can be found nowhere

else and deserves a righteous reward, send them right along to: UGP, c/o Code Monkey, 150 N. Hill Drive, Brisbane, CA, 94005. Or you can email them to me at <trayes@ultragrp.com>. Keep 'em comin'!

All PlayStation, N64 and Saturn Code Monkey winners will receive a GameShark Videogame Enhancer provided courtesy of the nice people at Interact Accessories, Inc. Yes, the N64 Game Shark is finally here! Of course, PC owners still won't get jack! No, no, still kidding. PC owners will receive a prize of equal or greater value than a GameShark at the discretion of ULTRA Game Players.



## F1 POLE POSITION

SYSTEM: N64  
PUBLISHER: ULTRA SOFT



### ACCESSING THE SECRET CAR

In order to enable the Secret Car, you must first finish the game with your rank as World Champion. Now save to a control pak and restart the game.

When the game says please wait 'while loading' press and hold the A & B.

buttons. Now head to the car selection menu and there should be a new secret car to choose!

## FINAL FANTASY VII

SYSTEM: PLAYSTATION  
PUBLISHER: SCEA/SQUARE SOFT

### DUPING TO GLORY!

I have found the wickedest cheat in *FFVII*, here it goes!!

1. Make sure you have a W-Item materia equipped.
2. This is an item dupe trick, so make sure you have two or more of the item that you want to duplicate.
3. Enter into a battle.
4. Select the W-Item Command.
5. Select the item you want to dupe, then select the character you want to use it on.
6. For the second half of the W-Item, select the same item as before, BUT DO NOT SELECT YOUR CHARACTER. Instead, press the X button to 'back out' of choosing the item.
7. Notice that you will have one more of that item than before.
8. Choose the item a second time (after canceling) and then cancel it again, you will have another!!!!
9. Repeat as needed until you have 99 of any item!

-David Churchill, St. Philips, Newfoundland, Canada



1-2 The sixteenth racer out for the N64 deserves a secret car for those able to rank as World Champion Quality, then press the correct buttons in order to race one of your very own.





## CROC

SYSTEM: PLAYSTATION

PUBLISHER: FOX INTERACTIVE



## SUPER PASSWORD!

This unlocks all the secrets, and brings you to the last level (5-B, the Secret Sentinel level of the final island). Here it is: LLLLDRLRLDRLLR

(thanks to Surfbar & Chris Cicero)

- 1 Enter your passwords here.
- 2 You automatically enter the final fight!



## TOMB RAIDER 2

SYSTEM: PLAYSTATION

PUBLISHER: EIDOS



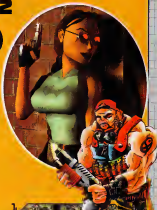
## THE ULTIMATE WEAPON &amp; Ammo Cheat!

At anytime during gameplay, have Lara stand in one place to enable this code. Have her stop left, step right, then step left. Next, step backwards, then forwards, turn around three times and then jump backwards with a twist (so that you are facing in the opposite direction). Now check your items screen and you should have up to 5000 ammo and 50 health packs.

## LEVEL SKIPPIN' LARA

In order to skip to the next level, simply repeat the above moves, except instead of jumping into a back-twist, have Lara jump into a forward twist. The game will automatically skip to the next level if you perform the correct code!

1-3 Fillin' up on health packs and ammo is now a breeze with these all-new cheats. And since Tomb Raider 2 pulls no punches, you'll be needing all the help you can get! Just avoid using the Level Skip unless you're REALLY stuck. It's a spoiler.



## NIGHTMARE CREATURES

SYSTEM: PLAYSTATION

PUBLISHER: ACTIVISION



## CHEATS ARE A MONSTER'S BEST FRIEND

Passwords for Level 5 and 6 are still out for now. When they are discovered, you'll find them in All Access! (NOTE: These codes were tested on a pre-release copy of the game. They should work with the final revision, as well.)

## CHEAT MENU

At the Password screen enter ○○, X, Square ○, Triangle, Square, ○. You can now enable infinite everything (lives, weapons, etc.), play as a monster, and choose your starting level.

- 1-2 If you can't stand the heat, get out of the kitchen by entering in any level code you want
- 3 You too can be a monster if you should choose to do so.



## LEVEL PASSWORDS

## LEVEL PASSWORD

- 2..... ○ Circle, Triangle ○ Triangle, Square, X, Circle
- 3..... ○ X, Circle, Triangle, Triangle ○ Square, ○
- 4..... ○ Square, Triangle, X, Triangle, Square, ○
- 7..... Triangle ○ Triangle, X, Circle, Left, Circle, X
- 8..... Triangle ○ Triangle ○ Circle, Circle, X, Square
- 9..... Circle, Triangle, Triangle, X, Circle, Circle, Square, X
- 10..... Circle, Circle, Triangle ○ Triangle, ○○○

## EXCALIBUR 2555 A.D.

SYSTEM: PLAYSTATION

PUBLISHER: SIREX



## COMPLETE PASSWORDS!

## LEVEL PASSWORD

- 2..... Triangle, Square, X, Circle, Circle, Triangle  
 3..... Circle, Square, X, Circle, Circle, Triangle  
 4..... Square, X, Triangle, Triangle, X, Circle  
 5..... Circle, X, Circle, Triangle, Square, X  
 6..... X, Circle, Triangle, Square, Circle, Circle  
 7..... Square, Square, Circle, Circle, X, Triangle  
 8..... Circle, X, Square, Triangle, Triangle, Square  
 9..... Triangle, X, Triangle, Circle, Square, Triangle  
 10..... Triangle, Circle, Circle, Square, Triangle, X  
 11..... X, Square, Square, X, Triangle, Square  
 12..... Circle, Triangle, X, Circle, Square, Circle  
 13..... Square, Triangle, Circle, X, X, X

## MORE HELPFUL CHEATS!

Enable the following cheats by pausing a game, then entering the codes! Then simply choose "Continue" and then press X to activate the cheat.

1/2 Getting around made easier!

3 The health cheats are a bonus when you're going up against a room full of enemies... or just for the hell of it.

## CODE

Triangle (3 times), Square (5 times)

Triangle (twice), Square (twice), Circle (twice)

Square (twice)

Square, Circle, Square, Triangle, Circle, Triangle (3 times)

## EFFECT

Full Health

Full Sword Power

Skip Level



## CART WORLD SERIES

SYSTEM: PLAYSTATION

PUBLISHER: SCEA



## Win it all!

Enter these codes in at the name entry screen, then enter a race to enable them (NOTE: These codes have a tendency to react in a funny way when entered. Try them out and see for yourself. They sometimes work, and other times, they only work on certain tracks. Have fun.)

CODE	EFFECT
FEATHER	3/4 gravity
FLOAT	1/2 Gravity
RACERAD	A little heavier gravity
BANZAI	No collision on cars
WHEELS	Wheels only
FAT TIRES	Fat Tires
WTFIN	Win season
IMMORTAL	Invincible sim mode
GEK	Two-lap race season mode
MAXCARS	Set number of opponents
SUNNYSKY	Sunset tracks
NIGHTRID	Night tracks
EPILEPTI	Tron tracks
SPACECD	Space tracks

## EXTREME G

SYSTEM: N64

PUBLISHER: ACCLAIM

## All Tracks and More!

To enable a cheat, simply access it from the Contest Mode race by hitting R at the bike select screen, then simply enter the code. In order to access the lowercase alphabet, toggle to it using the R or L buttons. When you begin your next race, the cheat will be enabled. (NOTE: The All Tracks/Bonus Cars code should be entered in at the Main menu (password screen).)



CODE	EFFECT
81GBBS	All Tracks/Bonus Cars
roller	Boulder Mode (all cars will be boulders)
xreme	High Speed Mode
ghostly	Transparent Mode (tracks are transparent)
fishery	Distorted Mode
magnify	Big Track Mode (Small bikes, but the tracks will be huge)
antigrav	Upside Down Mode
stealth	Invisible Mode (all enemies are invisible)
uplymode	Ugly Mode (No mip-mapping/transparencies)
wired	Wireframe Mode



1 Enter all codes in at the Create-Driver screen.  
 2,3 Turn the tracks from day to disco nights with the Nightrid code. I wonder if that stands for Knight Rider.



## G-POLICE

SYSTEM: PLAYSTATION  
PUBLISHER: PLAYGROTES**Weapons & Ammo Unlimited!**

At the Weapons screen (after the mission briefing) on any level, press all the buttons and toggles, except X (L1, L2, R1, R2, CIRCLE, TRIANGLE, SQUARE). Hold them down simultaneously and move the directional button to the left. You'll hear a big metalic clang if you entered the code correctly and when the mission loads, you'll have all the weapons with unlimited ammo! You'll also get a "Mission Cheated" message.

## MADDEN 64

SYSTEM: N64  
PUBLISHER: EA**The Best Team!**

To access the team with the best stats, enter a Season and then the Front Office. Next enter the Credits a Player menu. Name your character THURDN, then choose to SAVE and exit. Sign the guy and once you enter an Exhibition game, you'll have a choice to pick the Thurdn Team as your players! They'll have maxed out stats.

DEAD OR ALIVE  
(Import)SYSTEM: SATURN  
PUBLISHER: TECMO**HARDER GAME**

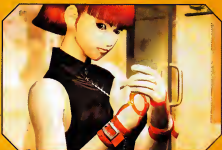
For a greater challenge, hold L or R while selecting your character. This will turn the entire arena into a danger zone, making the most of DDA experts.

**PLAY AS RIKDOU**

Choose any character, then beat the game in Arcade mode with the default settings. Repeat this until you've beaten the game with all the characters.

**REPLAY REWINDER**

After you win a round, hold the A and C buttons. A "Play Back" arrow will appear on the Replay screen. Hold B to rewind the fight and release it to resume play.

CLAYFIGHTER  
63 1/3SYSTEM: N64  
PUBLISHER: INTERPLAY**CLAYMADE SECRETS**

All of the codes are enabled in the player selection screen. When entering the codes, you must hold down L-shift on the controller. If you enter the code in correctly, the screen will flash!

1 All codes should be entered in at the Character Select screen.  
2 Ah, Secret Options... excellent...

CODE	CHARACTER
A C3 C2 C4 C1 B	Sumo Santa
000000	Boogerman
B C1 C4 C2 C3 A	Dr. Kivi
0 C2 C1 C3 B A	Cheer Menu

MACE:  
THE DARK AGESYSTEM: N64  
PUBLISHER: MIDWAY**FIGHT WITH BUNNY SLIPPERS**

At the character select screen, move the cursor to the following fighters and press START on each one: Ragnar, Dregon, Koyasha. Choose your fighter, then press A or B. Prepare for explicit csteness.

**PLAY AS ICHIRO AND GUN**

To access Gar Gunderson (War Mech) and Ichiro in Mace wait for the copyright screen to load up (the first screen in the game) and press 00000000 on your D-pad. If you've done everything right you'll hear a chime. Now go to the character selection screen and Ichiro and Gar Gunderson will be available in the boxes just above the Executivator.

**PLAY AS NED**

At the character select screen, move the cursor to the following fighters and press START on each one: Koyasha, Executivator, Lord Belimus, Xiao Long. Now pick any fighter and press A or B. Ned speaks softly, but wields a huge broom.

**MUSICAL HEROS**

At the character select screen, move the cursor to the following fighters and press START on each one: Al Rashid, Takeshi, Moros Kuit, Xiao Long, Narima. Choose your fighter, then press A or B. The fighters will swap heads for the fight!

# GRAND TOUR RACING '98

SYSTEM: PLAYSTATION  
PUBLISHER: ACTIVISION



## COURSE CODES FOR

### THE RHYTHMICALLY INSANE

The codes below need to be entered at the Main Menu when the word 'Course' is flashing and using the R1 button. Sounds complicated, but if you have entered the code properly, you'll hear an engine revving. It may take a couple of tries, but it will be worth it.

### SCOTLAND

To unlock all of the six course variations for the Scotland level, use the R1 and tap out the rhythm of the song 'Scotland the Brave.' If for some strange reason, you do not know this world-famous hymn, just listen to the tune that the Highlander plays on his bagpipes when your vehicle is under the start banner—that's the part you need to play!

### HONG KONG

To unlock all of the six course variations for the Hong Kong level, use the R1 button and tap out the rhythm to the pipe flute music that plays when you are next to the Shaolin monastery. If you don't know where that is, it's the temple with the Shaolin monks practicing martial arts in the courtyard!

### MOSCOW

To unlock all of the six course variations for the Moscow level, use the R1 button and tap out the rhythm to 'Jingle Bells, Jingle Bells, Jingle all the way!' Now you can race around Russia to your heart's content!

1-3 Figuring out the 'Jingle Bells' trick for the Moscow tracks is easy enough, but just try your hand at one of the others to prove you're a true cosmopolitan gamer.



# GAME SHARK CODES

## N64 CODES

### TOP GEAR RALLY

Level 1 Points	8032431f0064
Level 2 Points	803243210064
Level 3 Points	803243230064
Level 4 Points	803243250064
Level 5 Points	803243270064
Level 6 Points	803243290064
Extra Vehicles	8032433c00ff
Extra Tracks	8032433e00ff
	8032433f00ff

### STAR FOX 64

Loads O' Hits	8015793b00ff
Infinite Armor	80137c4700ff
	8013ab2700ff

### MACE: THE DARK AGES

Infinite Health P1	800851e70064
Infinite Health P2	8008ae5f0064
No Health P1	800851e70000
No Health P2	8008ae5f0000

### CRUISE USA

Always Place First	8015034b0001
	8015022b0001
Unlimited Time	80150c6b0095
	8015034b0045

## PLAYSTATION CODES

### ACE COMBAT 2

Extra Planes	80010c4a0101
	80010c4b0101
	80010c4c0101
	80010c4d0101
	80010c4e0101
	80010c500101
	80010c520101
Infinite Fuel	8003939c2400
	8003939e2400

### FANTASTIC FOUR

Infinite Health P2	800e058c0042
	800e058e0042

### FELONY II-79

NSR	80070b840001
GTS	80070b880001
CN	80070b900001
Limo	80070ba00001
Bus	80070b9c0001
DTK	80070ba00001
GT1	80070b800001
ELS	80070b8c0001
Formula 1	80070ba80001
PLC	80070bb00001
PCS	80070bb40001



Disable	80070bbc0001
Viper	80070bd00001
Tank	80070bd80001
VW	80070bdc0001
Street Sweeper	80070bde0001
Garbage Truck	80070bdf0001
RC Car	80070bda0001

### MARVEL SUPER HEROES

Infinite Health P1	800918e40080
	800921e40090
Infinite Health P2	800921e40080
	800921e40090

### RESIDENT EVIL 2 (demo)

Infinite Health	800a1c8200c8
Custom Shotgun 1st Pos.	800a1c8400f8

### SUB-ZERO MK MYTHOLOGIES

Infinite Lives	800d7d480002
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## SATURN CODES

### LOST WORLD

Master Code	8000914c3035
	b60028000000
Infinite Health	800650ba0071
Full Instinct	8000414800ff

### MARVEL SUPER HEROES

Master Code	8000924fff
Infinite Health P1	8009496c0080
Infinite Health P2	8009496c0090

### RESIDENT EVIL

Master Code	8000014c3035
	b60028000000
Infinite Health	802151e4000c
	802151e6000c
Crate O' Goodies	8021967c00a0
	8021967d00ff
	8021972600ff
	8021972800ff
	8021972c00ff
	8021972e00ff
	8021973000ff
	8021973200ff
	8021973400ff
	8021973600ff
	8021973800ff
Weapons in Crate At Start	8021967c00a0
	8021977a0030
	8021977c0040
	8021977e0050
	802197800060
	802197820070
	802197840080
	802197860090
	8021978800a0
	8021978a00b0



# Network CONNECTION

## LETTERS FROM OUR READERS...

### LOSER BOY

'We had to play *Twisted Metal 2*' for Thomas Bittoff. Geez, what a loser! (Your quote in issue 102) You dare to call me a loser, because you had to play *Twisted Metal 2*. Well, I HATE You! You guys shouldn't be forced to play *Twisted Metal 2*, you should be playing it all the time, because it's an awesome game. You better watch who you call a loser, because my buddy Abraham and I will come down there and open up a can of whoop H@ on all of you.

Thomas Bittoff  
Fort Nelson, BC

GILL>>> Can you believe it, gang? We actually had to write this letter for Did Tommy, because he was too much of a loser to write it himself! Bring it on, Bittoff! We'll meet you in the parking lot!!! You got Abraham? Big deal! We got Moses and he's gonna part your head from ear to ear! At last... The Great Jihad!

### TOY SOLDIERS

My name is Adrienne Ferg. I'm a 21 year old female, RPG freak. I'm writing for a very specific reason. I've already beat *FF VII*. It took me 47 hours the first time through without a players guide. Considering how extensive the game is, I'm pretty proud. Anyway, in your magazine, you mention the 1/35 soldier set. I'm going through the game to pick up all of the little things I missed the first time, and I found a third one! In the Golden Saucer, you have to go to the area marked 'peped'.

You go on a roller coaster ride. If you score more than 3000, then the soldier is your prize. Adrienne Ferg  
Rackie, WI

FRANCESCA>>> Thanks for the info, Adrienne! It's good to know that there are other girls out there addicted to these damn games. There were tons of readers who were also able to find this small secret in *FFVII*, which I thought was really cool. But, I also found out how to use them, just in case you were wondering — In the Condorfort mini-strategy battle! That way, you don't have to buy any units for your army if you have enough of the toy soldiers. Now, about those issues...

### CHEERSPKATES

I rent games a lot, and the instructions have usually been stolen or lost. I was wondering if manufacturers could program instructions into the game, like at the options menu. This would be helpful, even for owners, who wouldn't have to worry about instructions. By the way, do you guys have any GoldenEye codes yet? Matt 'The Rat' Meyer  
Deerw, CO

ROGER>>> Well Ma!t, putting the instructions in the game isn't technologically impossible. On CD-ROM-based games, it would probably be a snap. Cartridge-based games, where space is at a premium, may be another matter. But the real issue here is that most game companies think of the instruction book as an afterthought and these days gamers are lucky to get a pamphlet with the game telling them how to play it. If putting the instructions in the game meant more money for the publisher, you can bet they'd already be in there,

## MEET THE TEAM

Is Frank back yet?



FRANK

Do I look like I'm back?



BILL

I deaaa... I've never seen his back.



ROGER

If he's not, can I wear the kilt?



MIKE

Darn! I wanted to wear the kilt!



FRAN

Don't let Roger wear the kilt!

but as it is, I doubt any company is going to bother. For GoldenEye codes, check out the All Access section of issue 104 (Dec. '97).

## LOVE HURTS

Thanks, rae. Remember me? I'm 'Hot to Trot' from issue #56. When you printed my letter, I was torn apart by your reply. However, I learned that you were correct. For a while, I skipped *Too Close To Class*, which was the only class she was in. That did not last long. Just when I thought that I was hopeless, I saw

Here we are, at the start of a whole new year, with a whole new *Networks Connection*. As a bonus for making it this far, we've decided to get rid of the 'Ask The Industry' section (those guys were getting real tired of our questions, anyway) and replace it with a new section wherein Fran answers your laugh-gaming questions. Think of it as a kind of *Game Slayes*, without that irritating Jeff Landgren.

Plus, we've included a whole bunch of letters that prove our readers, while being astute gamers, also need to be kicked up for an indefinite period.

Hey, you can be the object of shame and ridicule, too! Write us! C'mon! You know you want to be the laughing stock of your neighborhood. Don't delay...

**Network Connections**  
ULTRA GAME PLAYERS  
150 North Hill Drive  
Brisbane, Ca 94005

someone who has been in Taz Kwon Do for years. I saw her through new eyes. She is my age and has made me forget all about the older girl. If not for the rude awakening, I would be nuts over a girl I can't have. My dream girl has gotten away. Now, if I only had enough guts to ask her on a date. I can never thank you enough. You helped me more than you could ever know. You were the only one I could trust.

Michael Gordon  
Two Rivers, WI

**MIKE>>>** Sometimes I'm so damn wise that I scare myself. I'm very happy (and a bit scared) that you listened to my advice. Now for part two of Mike's Love Plan, getting the, uh... guts to ask her out. You need to branch the subject with an innocent gathering to start, then move on to bigger and better things. I suggest that you choose her as a sparring partner in Taz Kwon Do class. Before fighting, make a bet like 'if I win, you take me out to a movie and if you win, I have to take you out to a movie'. Sam! Win or lose, you've got a date.

## NO, REALLY!

I was just wondering whether the letters in UGP are really from readers? I say this, because you guys are really talented writers, and the letters are so weird, that it looks like you guys make them up yourselves. This Christmas I'm going to leave a six-pack under my tree, hoping Bill might trade it for that really cool water gun that goes

Beedoo! Beedoo!  
Anthony House  
Marrieta, CA

**GILL>>>** Well, Anthony, with the exception of that letter we had to write for Twisted Metal Jimmy, all of the letters we receive come from actual readers. Pretty scary, huh? Actually, what's really scary are the letters we don't print. Make that ster Beck's, Anthony. I'm pretty sure I know where WW hides that damn watergun...

## CHEAP DATE

I would like Francesca to answer this question. My system is in good shape and my hard drive is as big as the next guys' and, yes, I also live in the 'Garden State'. But, I am very curious about this Virtual Girlfriend game that you mentioned a few issues ago. Please tell me if there really is such a thing, and, if so, what company distributes one here in Puritanica. Matt B. Gallign  
New Brunswick, NJ

**FRANCESCA>>>** Okay, Matt, here's your 'straight' answer. Take a class in Japanese, make sure your hard drive can process foreign software, then scour the import games market. You should be able to find more than your share of saucy titles with scantily clad, overdeveloped, 'sugar-to-please' (3+ year-old schoolgirls in leotard underwear, such as Electro Shock Princess. (Apply sarcasm here) Doesn't that name just scream 'solid storyline'? I could go on a feminist tirade at this point, but I'll save it just in case you're doing this for 'camp value.' For your sake, I hope you are, Matt.

**Top Left:** Hey, Bittroff! This is what the game box looks like. Try playing it sometime, OK?

**Top Right:** Adrienne told us where the toy soldiers were in FFW, but she didn't call 'em 'her guys'. For shame!

**Center:** Here's the UGP Love God, crushing up on his bible.

**Bottom Left:** Matt Meyer wants Goldeneye codes. What do you think we make the Code Book for, Matt?

**Bottom Right:** This is a pic from Electro Shock Princess, but Matt Gallign thinks it's his girl friend, so don't stare or he'll get awol jealous!

## REDOER ART OF THE MONTH!



Artist: Paul Veloso  
Marilla,  
Philippines





## HELP ME, FRN!

**Q:** Okay, I've tried to kill those stupid Weapons in *Final Fantasy VII*, but they still won't die! It's like they know every one of my strategies better than I do... they're probably still laughing right now... How do I beat the Emerald Weapon and Ruby Weapon?

-Tari Rogers, Indiana

**A:** It's important that all your characters be mixed out in stats (9999 HP, 700 MP) and equip the following materia, in addition to others: Underwater Materia (for Emerald Weapon), Final Attack, Phoenix (Level 3), W-Summon, and two or three Minn autos. You should also equip the best armor you can, including Ribbons to protect against status changes.

1. How to kill Emerald Weapon's butt: Have Cloud cast Haste-All. Next have someone cast Wall-All, then Regen-All. Have Cloud W-Summon Knights of the Round, and keep Miming it until you die. If you have Phoenix and Final Attack equipped on Cloud (and he has enough MP) he will cast Phoenix and bring the whole crew back to life. Keep doing this until he dies. It takes around nine Knights of the Round attacks to kill him. Another useful tip is to pair MP Turbo on Cloud with Knights of the Round.

2. Finishing off the Ruby Weapon: Mink sure the Weapon's arms are up behind you, and have someone cast Hades on them to slow or stop them. Have Cloud cast Haste-All, then the next person cast Wall-All, and Regen-All. Used Knight of the Round W-Summon, then Minn until your party is exhausted. Phoenix should revive your party so that you can repeat the same procedure. Be sure to keep your MP at least half full using Turbo Ethers to refill the meters. (super special thanks to ArghNess for tip!)



Hey, Ryan, didn't you know the Rumble Pak was the Blow Up Doll of the '90s?

## HAND OFF

I have a few questions to ask you guys:

1. Why don't you put a little section about handhelds, preferably GameGear? I think that when you really want to play a videogame, and you are on a trip, a hand held really comes in handy.
2. I really love RPGs, and I can't find *Shining Force 2* for GameGear anywhere. Could you help me out or tell me someone to go to find it? Mickin Lane Sand Point, ID

**ROGER>>>** The main reason we don't cover handhelds is that we have enough trouble fitting in everything we want and need to cover for the PlayStation, N64, Saturn, and PC. The other reason is that the only games any of us has ever had any

fun playing on a handheld was Tetris for Gameboy (although I have been playing World of Fortune for game.com whenever I'm beyond the sarcastic scrutiny of my co-editors). Fact is, we're slaves to all the flash and splashy graphics that multi-generation console and PC games provide, so we have a hard time sitting through games that feature a half dozen black dots on the screen to represent "characters". In regards to *Shining Force 2* for Game Gear, my advice is to scan your local used game bins or try contacting some of the mail order game sellers who advertise in the mag.

## GOOD VIBES!

What's the big deal with the Rumble Pak? Don't get me wrong. I think it's one of the greatest ideas in

videogame history, but I hardly even jiggled I don't even notice it when I get hit, and it sure doesn't rumble when I die! Well, I gotta go to give myself wrist pain with that rough of Rumble Pak.

Ryan Thompson  
Lanoke, AR

**MIKE>>>** Just wait until you see how effective the Rumble Pak is for Pocket Pool 64! Seriously, the Rumble Pak is a nice addition, but it doesn't have the force or power to be as effective as we all wished.

## BIG TROUBLE

Hey Bill, what's with you always changing into the so-called "Evil Antler God"? Gazuun would beat the crap out of you! Also, after I'm done with you, you'll be flicking mold off the walls in the Pits of Lamentation. Also, I think you look better with long hair. Se, I I were you, Evil Antler Wuss, Pd go into hiding.

Brian Winkler  
Northwood, OH

**EVIL ANTLER GOD>>>** Ignorant fool! Your dances cannot save you. Your skulls will crumble into dust and you shall wear the Helmet of Pain as your blood feeds the mold spores in the Pits of Lamentation. The Antler Horch shall drive your lizards before us and we shall rejoice in the screams of our hapless victims! Our spires are everywhere! No place is safe. Nah, nah, heh... Soon will be Tim Kinsing!



**P**uzzle fans rejoice! Sony has just released a brand new brain teaser called *Intelligent Dubs*. You control this little guy who tries to tick these huge gray cubes into the floor before he's crushed by these huge black cubes. Don't rets out on this game, because huge, black, deadly cubes can be real fun! We figured that reach out years ago.

Well, Walt said all the Brooklyn kids were staying at his grandfather's house in Oakland that summer. It was a hot day and, the kids everywhere, we were trying to come up with a new secret

## THE JADED GAMER

weapon that we could use to terrorize all the neighborhood kids. Yes, I had a truly normal childhood...

I believe it was WW who came up with the idea for the gas chamber. We'd found these two big boxes that, when you put them together, created this huge enclosed cube a person could sit inside.

Being the natural born scientists we were, we figured that snakes we could see what was going inside the Cube O' Death. It wouldn't be a whole bunch of fun. We cut a big hole in each of the boxes and covered them with plastic wrap. When you put the boxes together right, you could see exactly what was the what... ah, neighbor kid was having.

We'd logically rejected using bag spray or bleach as our deadly gas, mainly

because Grandma wouldn't let us have any, so we came up with the next best thing. We discovered that if you raised the right amount of baking soda and vinegar, and then shook them up, it would result in a really huge, messy foam. We were finally ready to test drive our new secret weapon.

Since we couldn't really test out the Cube O' Death with a neighbor kid (most of them knew better than to go by Grandma's house on Weepa Development Day), we had to pick one of our own to ride the lightning. Of course, we picked my sister PA, since my other sister, Gappy, was hiding from us.

Like that, that carefully sealed up the chemicals, while I herded... ah, helped PA into the box. We both assured her nothing too weird would happen and then we lowered the

lid onto the gas chamber.

We could see PA sitting inside the box, wearing the special protective goggles and holding the bottle filled with chemicals tightly.

"Shake it up, PA, and then let go!" With ordered, PA started to shake the quart bottle as fast as she could. The chemicals started to mix and froth. "OK, PA, let go of the bottle!" Walt yelled. PA set the bottle on the floor of the cube and let go. It was the last time we saw her for about five minutes...

The window was totally obscured by a rising storm of froth that quickly filled the whole cube. "Seems! Seem!" we both cried, right before them came out and started laughing on us.

Uh... on second thought, just stick to playing *Intelligent Dubs*. You won't hurt so much afterwards.



## CENSOREO

I have got a very important question for Capcom. I purchased *Resident Evil*, Director's Cut, and I am very disappointed! The box says "uncensored", but Chris smoking his cigarette, the dead body, and the severed hand seem to be cut out of my game. I think that I should receive my money back or a copy that is actually "uncut". What can you do for me?

Edward J. Gomez  
Whiting, IN

FRANCESCA>>> Sadly, Edward, not much. When we first were able to preview RE: Director's Cut, we thought that Capcom would leave in the gory bits that we viewed in the Japanese version, but we were wrong. I guess we Americans are too weak at heart to handle the image of Chris smoking a cigarette or the staged mutilations of videogame actors. The bright side of the whole thing is that Capcom didn't take anything out of the actual gameplay, just the cinema.

## GOOD DEAL!

Ooep! Did you notice that, in the interactive demo of *Resident Evil 2*, the American flag in the police deteriorating room is attached to the flag pole on the wrong side? The stripes side is attached instead of the stars side! The American flag that is displayed in front of the police station is hung well, or, I mean correctly.  
Mark Kasimoff  
Pasadena, CA

ROGER>>> Gennim! I knew comics had infiltrated the games industry and now I have the proof! We must band together, *Citizen Mark*, to defend against this attack on our glorious country and our sacred freedom. My instructions to you, *Citizen Mark*, are to gather every copy of *Resident Evil 2* that you can acquire upon its release and send it to me for proper disposal. (As for other readers, I will soon have brand new copies of *Resident Evil 2* available for purchase of bargain prices. Cash and all major credit cards accepted — no checks please.)

## SEX OBJECT

You off make me sick. All over your magazine you have rude and crude comments regarding my body and things you'd like to do to it. Well, for your information, I am not just some sexcat toy you can all gawk over and play with. I am a person and have feelings, and I hope you start treating me that way. If I don't see an improvement regarding your attitude toward me, my huge breasts, and my

outrageous body, then I'll just have to change your attitude the hard way. And, don't think that I won't, either, because I've got skills. I'm not afraid to use them, especially on Bili!

Lara Croft  
All Over the World

MIKE>>> Oh Lara, you poor misunderstood object of our sexual desires. Our comments about you have always been said with the deepest of love and respect and there is nothing I would like more than you coming to my house and punishing me for being a bad boy (especially if you change my attitude the 'hard way').

Top Left: Gee, Ed, we're just as bummed out about the RE:DC censorship as you are.

Top Right: Get off it, Lara! If you didn't insist 'ere, we wouldn't want 'em!

Center: No, this isn't the EAG. It's just Bill in his EAG costume. Not much difference, though...

Bottom Left: Here's Reg playing a handheld game. Don't worry, he looks like this all the time.

Bottom Right: Hey, look! Big, black, dandy cabot! Oh boy!!

## GOT PROBLEMS?

Are you having a tough time with a game? Well, why not ask Fran? Send it to the usual address, c/a Help Me, Fran!

## JADEO GAMER...

While the Jaded Gamer's sister, PA, has probably forgiven him for the gas chamber incident by now, he's pretty sure she's gonna be real mad at him for publishing this story in the magazine. Sorry, PA, but it was your turn for total public embarrassment.

I'M NOT A PAN-DIMENSIONAL EVIL DEITY BUT I PLAY ONE IN THIS MAGAZINE SO UN... FEAR ME... OR SOMETHING.

SEXIST PISS!

Intelligent Qube



# UGP Files

THE CASE OF THE COCONUT MONKEY

AS THE H.M.S. TITANIC PREPARES FOR HER FATEFUL VOYAGE, THE BRIDGE CREW MAKES A PLEASANT(?) DISCOVERY. A GIFT FROM THE COCONUT MONKEY, PERHAPS?

"HISTORICAL" ROUTE



ACTUAL ROUTE



LOOK, CAPTAIN! SOMEONE LEFT SOME FRUITY TROPICAL DRINKS FOR US!

IT'S A LONG VOYAGE, BOYS. SO DRINK UP, AND PASS ME A MAI TAI!

...HUNERD BODDLES OF BEER ON DA WALL (URP), A HUNERD BODDLES OF BEER...

RRRIP!

HEY, WHO PUT THE BIG ICE CUBE IN THE WINDOW?

OKAY, WHO CUT ONE??

WHO SMELT IT, DEALT IT!

DIE!  
DIE! DIEEEEEEE!!!!

DAMNIT, I'M LEONARDO DICAPRIO, I CAN'T DIE! MOMMY!!!

FATALLY STRICKEN, THE MAJESTIC SHIP BEGINS HER TRAGIC DESCENT TO HER FINAL RESTING PLACE - WHILE COCONUT MONKEY OBSERVES WITH EVIL GLEE!

BUT EVEN FROM TRAGEDY, THERE COMES THE OCCASIONAL GOOD. YOUR TIME WILL COME, COCONUT MONKEY!

LIVE COCONUT MONKEYS ARE THE BEST!

## GAME IDEAS!

Send us your ideas to Game Ideas, c/o *ULTRA gameplayers*, 150 North Hill Drive, Brisbane, CA 94005.

## TV STAR

I have a game idea. Based on the success of *Starz* and *Movie*, I'm *Starz*! *Movie*! That's right, you can create your own sitcom, and send it to NBC! You can either choose to let the payoff of any of the editors, or actually feed them! You can also choose to use a guest appearance by Sherman Hemsley to boost the ratings! These things will sell as fast as M&M's trying to sell their Superdell! Finally, you can create the sitcom and have all the best-known editors become bit parts in the movie *Neasy, I Shook the Budget!*

JDL  
via E-mail

**BILL:** Hey, JDL, did anyone ever tell you that you spend too much time in front of the idiot box? I thought so...

## UH... RIGHT...

I got this great game idea called *Cow Inside a Cow*. You go inside this cow, and there's another cow inside it, and you gotta find the cow inside the cow. Then, when you find it, you shrek down and go inside it, and there's all kinds of stuff trying to kill you inside each cow. Like aliens and the cow's red blood cells. When you find the first cow, you take it outside the first cow, and escape yourself. Then you make the small cow into microscopic battery. I'll give you beer if I win. Demitrick via E-mail

**BILL:** Well, Gett, since I haven't received any beer yet, you lose!

## NORMAL GUY

My game is called *Crazy, Stupid Things*. You can do anything, but it must be crazy and stupid! For instance, I want to set off sprinklers in public bathrooms! HA, HA, HA! I want to throw sauerkraut at politicians! HA, HA, HA! YES! YES! P.S. Oh, by the way, don't make fun of my name, or else! Geoffrey "Crazed Fool" Guesion Giffysbury, PA

**BILL:** For as it from me to make fun of your name, you worked out weird! On the other hand, I was the best game idea I've seen lately, so you're the big winner. You get to be the Village Idiot for the month!

## NO HELP

Oh Almighty Bill, it is I, Lieutenant Commander Jerry of the Fighting Thirty-Fourth Lizard Platoon. We have been held up in Mexico since The Cleansing. We suffered a bitter defeat, but have since recovered. We have been healing rocks and praying to the Uaholy Three. We have recaptured the Almighty Inland Sword and many cases of beer and are awaiting your orders. Lieutenant Commander Jerry Fighting Thirty-Fourth Lizard Platoon

**MOOGOO>>>** *Then are tenso lions. Long has been buried in the earth, while Mbeeb is now legless. We have had no sign from Gruzga since The Final Dance. Jibby may help, but without the strength of Gargu, I fear we are doomed. Perform the nuchant dances upon the altar and pray for a sign. Let messages be sent...*



OK, we give up this picture is too weird for any captions we could make up! Ack!

## PURPLE APES?

I have two questions about *Final Fantasy VII*. First, is it possible to breed a female gold chocobo, because my friend and I have tried and tried? Second, what is the name of the town where the credit card is by the clock? Please answer my questions, because the purple monkeys have got me by the neck. David Pepin Huntington Beach, CA

**FRANCESCA>>>** We can't have our readers being attacked by purple monkeys (a.k.a. the Art Staff/Ronagah Crayons), now can we? To answer your question, David, you can't really breed a female gold chocobo for anything but another gold bird or a laser one. Gold is the top of the list and you can't get higher than that. As for the town with the credit card, you must be trying to get the 'unlimited money' trick to work.

Personally, I've never found a way to get it to work for me and I doubt that you'll be able to. The Japanese version had a town called *Minchuria*, which is absent from the US version (I think it may be *Klim Town*), and there are no 'cards' in FFVII like it says in the trick. Therefore, I would concentrate on other secrets in the game.

## SMART GUY

First of all, you guys have the best gaming magazine in the business. The other competitors can't compare with your reviews and previews. But I have a question of utter importance. I'm a proud N64 owner. To my understanding, the N64 is 64-bit (obviously) and the PlayStation is a 32-bit. So, how and why can the graphics on PlayStation compare with N64's? Z.C. Ashland, OR

**ROGER>>>** Congratulations Z.C. on asking an intelligent question without resorting to blind fanaticism for your system. Giving a 64-bit system does give the N64 an advantage over the 32-bit PlayStation in its ability to process information, but processing speed is just one part of the equation. Perhaps more important than hardware power is optimized code, which can work around the physical limitations a console may have. PlayStation programmers have been working with their console longer than N64 programmers and they have learned how to extract amazing results despite the systems limitations. In addition, the fact that the PlayStation is a CD-ROM-based

## THE FAN SITE OF THE MONTH

THE CROFT TIMES — <http://www.cubet.com/ctimes/>

With all the hype cooing Lara Croft's most recent adventures, why not pay homage with a fancy website? There are more *Tomb Raider* sites on the net than you can shake a stick at, but the Croft Times is one of the more comprehensive. The

creators have included everything from information on the live-action film to the comic books soon to feature the tomb-raiding heroine. The site also contains a detailed bio and a poll surveying who you want to see as the live-action version of

Lara. There's even some information pertaining to a possible music single that may be performed by the actress who portrayed Lara in *E3* (God, help us!) The Croft Times may be the one site that *Tomb Raider* addicts can stop in on for a little relaxation.

1. It's easy to navigate the Croft Times.

2. A pen and ink version of Lara may be just as good as polygons.

3. Check out Lara Croft's detailed bio!

4. Meet the actress that most fans want to see in Hollywood-style action!



system means that it has the advantage of superior storage capacity for textures and frames of animation which all contribute to the final graphics package.

## HE'S LATE

I got a question for ya. So anyway, I was playing *Dark Forces* on PC, and I was in the Detention Center, where you are supposed to rescue some dude in a cell marked N. I got the key, opened the cell, and it was empty! Where is that guy? Stephen Karosik Depew, NY

**MIKE>>>** You were playing *Dark Forces*? That game is about three years old and very out of date. My tip to you is to pick up Joel Knight (the sequel to *Dark Forces*) and use our strategy guide in this issue to help you through.

## BIG PLANS

My name is Ryaa Gendernalik, I am 14 and going to high school. I was also wanted to know what classes I should take. I was also wondering what plans you have for the future. Ryaa Gendernalik, Santa Maria, CA

**BILL>>>** Congrats on making it to high school, Ryaa! You should take courses that expand and enhance your natural abilities. For instance, if you're really good at putting screws and nuts together, I'd suggest Metal Shop. If you're really good at sweating and you're kinda popular, then Phys. Ed. is the way to go. My plans? Well, let's just

say I'm gonna try to keep breathing as long as possible, except during those moments when I'm underwear. I don't have any idea what I'm gonna do then, but I'm pretty sure I'll come up with something...

## BACK ISSUE?

The other day I was flipping through old ULTRA GP issues when I noticed a photo on page 154 of the Dec '96 issue. This is a very old photo, because I remember it from even older issues and it includes Chris and Patrick. I believe it was referred to as the 'too cheap for chairs' picture. Anyway, what caught my eye was the fact that it appears that Roger isn't wearing any pants. Is this true? Does Roger normally hang around the ULTRA GP office lacking pants? How do the other staff members feel about this? If the other staff members feel good about this, how does Roger's wife feel about their feelings? Perhaps Roger would like to include more pants-free pictures! Maybe the whole ultragg staff wants to have a big group photo with no pants at all!!!

Stripes  
via E-mail

**BILL>>>** Well, Stripes, it seems that someone has finally caught on to our dark little secret. Yes, it's true... Roger has been walking around the office in natural since he first came out of *The Box*. At first, we believed his explanation that 'the bear got my pants and they were the only pair I had', but it's been a long time since any of us have seen that bear. We here at UGP have kind of gotten used to Roger's nature-loving wardrobe, but it can be disconcerting to visitors to the office. At those times, Roger still slips on the handy barrel with suspenders we had made for him. When we asked Roger's wife, Tiffany, about it, she said 'Oh, that? It's no big deal.'

**MIKE>>>** Wouldn't it nice if Roger to put on the barrel BEFORE we took this shot?

**Top Right:** Stephen Karosik could be playing Joel Knight...

**Bottom:** ...but he really only likes to play old games, like *Dark Forces* — sheesh!

**Bottom Left:** Even if the Beard warriors have found the hallowed sword, Jibby, things still look bad for the followers of Gaeap!

**Bottom Right:** Both the PlayStation and the N64 are sights for sore eyes!



## SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

## GAME IDEAS...

That's right, gong, the Game Ideas column is back! We're still trying to figure out what we can give to the winners, though. Hey, how about a nice 8 X 10 glossy outographed picture of Bill? And second prize could be two of the damn things...

# SPORTSLINE

**W**elcome to 1998! As the year begins, there are many questions that need to be answered. Can the Bulls do it again? Are the Vikings really on their way to the Super Bowl? Why did Mike cut all of his hair off? And most importantly, which basketball game is going to get it right this season?

Unfortunately, the only question I can answer this month is the one about my hair, but I'm pretty sure none of you really give a rat's behind about that one. However, I did get a chance to give a deeper look at a couple more hoops titles. Next month, I'll finally be able to put together a complete hoops round-up. Until then, enjoy these few pages and look forward to a year where barriers are broken, in games and in sports.

by Mike Wilson

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Of the ten camera angles, I couldn't find one that really worked.



The animation is nice, but it can't compete with the stuff on the PlayStation.



Some very cool camera angles for free throws are nice.



The uniforms are close to being right, but the drab colors and blurry graphics make it hard to tell which team is which.

## NBA IN THE ZONE 64



No, our printer didn't make another mistake; the game is actually this blurry.

- **SYS.** Nintendo 64
- **PUB.** Konami
- **DEV.** Konami
- **REL. DATE** January

**W**hen I first heard that Konami was making *NBA In The Zone* for the N64 I was beside myself with anticipation. Since then I've found out that a completely different team is working on the N64 version and that it just isn't as tight as the PlayStation game.

I recently got in a playable version of the game and so far, I am very disappointed. The most glaring problem is the blurred look of the game. N64 games are always a bit blurry, but

*ITZ 64* takes that to a new level. That is the biggest detractor to the look of the game. Because of the cartridge based format of the N64 the developers weren't able to get the right type of textures or faces on the players. What's most surprising is that the PlayStation version of the game looks a hundred times better than the N64.

Since the version is still early, I can't really comment on some of the drawbacks

in the play, but the same lack of depth and simulation elements that plagued the original *ITZ* seem to be apparent in *ITZ 64*.

All hope is not lost, since the game still has a bit to go in development, but as of right now the direction of *ITZ 64* isn't as glorious as its PlayStation counterpart. Unfortunately the main problem with the game is the horrible blur and poor textures, both things that are not likely to change at all. Maybe if the play really steps it up, I can forgive these graphical glitches.

# NBA LIVE '98

An arcade basketball experience for the PC

- **SYS.** PC
- **PUB.** ELECTRONIC ARTS
- **DEV.** EA Canada
- **M.S.R.P.** \$49.99

**W**hile EA has been having its troubles on the PlayStation, competing with the likes of Sony, the PC has been all EA. Every single sport is dominated by the sports giant (with Golf being the only exception), and Live '98 continues that domination by finally bringing a fast-playing, great-looking, and deep game to the PC. With a 3Dfx card and a P233, Live '98 is visually stunning and fast. Last year, Live '97 on the PC looked decent, but with only two buttons, playing the game was a real chore. This season, EA is taking advantage of the multiple button gamepads and giving PC play-

ers more control than they are used to. Of course, EA has all the extras and presentation to get players immersed in the environment right from the start. Whether it's the sparkling movies or the dynamic sound, Live '98 is the complete package. The problems of the PlayStation version are still evident, with tripping players and some slippery control, but on the PC there isn't another game that can even stop on the court with Live '98.

1 The 3Dfx card makes Live '98 one beautiful game. 2 The variety of player controlled moves more than triples last year's game.



## AUDIO & VIDEO

GRAPHICS	9
SOUND EFFECTS	10
MUSIC	9

## GAMEPLAY

BALANCE	7
DEPTH	9
INTERACTION	8

## SPECIAL

INNOVATION	10
EXTRAS	10
PRESENTATION	9

# 8.7

# NBA FASTBREAK '98

The generic title seems fitting after all

- **SYS.** PlayStation
- **PUB.** Midway Home Ent.
- **DEV.** Visual Concepts
- **M.S.R.P.** \$49.99

**T**here are some games that do almost everything right on the surface, yet at the core they just don't present an entertaining package. NBA Fastbreak (NBA Action '98 on the Saturn) is one of these games. All of the polygon players look decent, there's an abundance of stats and simulation features, and there are several different moves the player can pull off. Yet after playing the game, I really didn't want to keep playing. Of course, I kept playing (it is my job), but never over caught the bug. Even though I criticized NBA Live '98 for several reasons, it was

a game that kept me playing. Some of the key problems in Fastbreak are the dead sound of the game, the poor motion-capture, and some forced AI. All too often you can take one player down the court and work him into the lane for a dunk or lay-up, meaning the pass buttons and outside shots aren't even needed.

All in all, Fastbreak isn't a bad game, it's just not real good, either.

1 The jump shot animation is crucial to the look of a hoops game. The players in Fastbreak need desperately to work on their form. 2 The graphics are very solid, but aren't quite up to the standards of the other big hoops titles.



## AUDIO & VIDEO

GRAPHICS	7
SOUND EFFECTS	7
MUSIC	4

## GAMEPLAY

BALANCE	7
DEPTH	7
INTERACTION	7

## SPECIAL

INNOVATION	7
EXTRAS	7
PRESENTATION	6

# 6.7



# FIFA: ROAD TO THE WORLD CUP 64

FIFA rises from the dead, but how far?

○○○○○○

- **SYS.** Nintendo 64
- **PUB.** Electronic Arts
- **DEV.** EA Canada
- **R.S.P.** \$75.99



**J**ust last year, EA nearly killed the good FIFA name by putting out FIFA 64, a poorly designed, ugly, and poorly playing game that had no right being released. Since then, Konami's *International Superstar Soccer 64* came along and showed the world what soccer games should be. The developers at EA were impressed as well, and their main goal was to beat out Konami's superb game.

First the bad news — FIFA isn't quite up to the standards of *ISS 64*. But the good news is that FIFA is the second best soccer game on the planet that has really pushed the envelope in many areas. First off, the game has every professional and national team around, and each one comes with accurate roster and uniforms, meaning fans of the game can take a team like Liverpool through a grueling season in the Premier League or even on a quest for the FA Cup. Of course, one of the key additions is the complete World Cup tournament. Even the qualifying round is complete!

While all the options, players,



The stunning motion-capture results just as good as the excellent ISS '94.

Some new features like the interactive arrows for corners and free kicks are cool.

and stats are nice, what makes FIFA such a great game is the improved

play. The graphics are light years better than last year, using the N64 hi-res mode to remove the blurry look and really make the game stand out. The polygon models were reworked and the animations are excellent. It's not just about the looks either. The game now gives unprecedented control to the player, allowing them to perform nearly any move that you can in real soccer. The collection of dekes and maneuvers is especially nice in a two-player match. The AI and flow of the game is much more like real soccer and the ball physics (one of the worst areas of last years game) have been fixed.

FIFA 64 is definitely a must-have for soccer fans the world over.



1-3 Great animation and greater control allow players to pull off fancy maneuvers past a defender, then go in for a shot. 4 The replays give a good look at the amazing action that takes place in FIFA.



The hi-res graphics make FIFA one of the best looking N64 games, period.



FIFA has all of the countries, all of the teams, and all of the players.



Here's a sample of the Mahodor's goalkeeping, as he ushers the ball toward the net.

## AUDIO & VIDEO

## GAMEPLAY

## SPECIAL

GRAPHICS	9	BALANCE	8	INNOVATION	7
SOUND EFFECTS	8	DEPTH	9	EXTRAS	9
MUSIC	9	INTERACTION	7	PRESENTATION	10

# 8.4



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# NCAA GAMEBREAKER '98

More fun than a Saturday in South Bend

○○○○○

- **SYS.** PLAYSTATION
- **PUB.** SCEA
- **DEV.** SONY INTERACTIVE
- **M.S.R.P.** \$49.95



**W**

hat can I say about a game that just does everything right? The developers took the impeccable Gameday engine and tweaked it to turn out a football game that is even better.

The polygon players are even sharper and the improved camera work showcases the excellent logos and uniforms. But that's not all! The play of the game has been tuned to near perfection. The biggest difference is that you can now pick off passes if positioned correctly, which makes the game even deeper than Gameday. Now, before you zip that pass into traffic to avoid the sack, you have to think about the interception and sometimes just eat the ball and take the loss. Of course, there is the exceptional Total Control Passing, which takes football games to the next level.

I find myself reading defenses on the fly, checking off to second and third receivers and really feeling like I'm a quarterback of a college football team. If that was all the developers did to the Gameday engine this game would still be worthy of it's lofty score,



Check out the realistic blocking. A quick cut back and your off to the race.

The interception capabilities are going to be a welcome addition to next year's Gameday.

but they didn't stop there. Now you can alter formations, change pass

routes, and even create your own plays. With all the different plays and three different playbooks, Gamebreaker has more plays than all of the other football games put together.

Of course, the college game is different from the pros and the developers have done an exceptional job of capturing those differences.

There are only a few flaws in Gamebreaker '98, with number one being that you can't check stats on all of your players. The other problem is minor, but annoying.

I'm willing to forgive a few minor flaws, because Gamebreaker is such a joy to play. Fans of college football and fans of football in general cannot go wrong with this one.



1-3 Depending on the coverage you can use your total control passing to go deep down the side, sandwich in between the safety and corner, or throw underneath. 4 You can further take apart the defense with a perfectly timed pitch in the option and some nice cutbacks on the run.



The play editor isn't the most in-depth, but it is a useful and fun feature.



Total Control Passing allows you to dissect the defense.



The game comes with classic teams including Georgia with Herschel Walker, back when he was good.

## AUDIO & VIDEO

## GAMEPLAY

## SPECIAL

GRAPHICS	10	BALANCE	10	INNOVATION	8
SOUND EFFECTS	9	DEPTH	9	EXTRAS	9
MUSIC	9	INTERACTION	9	PRESENTATION	8

# 9.4

# Next Month

## Resident Evil 2

The PlayStation gore fest is finally upon us and UGP is celebrating with the most in-depth and up-to-date coverage anywhere. We'll have zombies, guns, and the penultimate strategy guide on the biggest game of 1998.



*cheaters never prosper,  
but they always win!*



Not that we condone cheating, but we feel it our job to keep our readers armed with every piece of gaming knowledge. Quit wandering around the cities in *Final Fantasy Tactics*, as our own Francesca Reyes continues to provide the best tips & tricks in the business.

*take it to the hole!*



The complete hoops guide is set to come your way next month in *Sportsline*, as b-ball aficionado Mike Salmon breaks down the X's and O's. See what game gets it right as he compares *NBA Live '98*, *NBA Shootout '98*, *NBA in The Zone '98*, and the rest of the hardwood action.

*it's all about love,  
not to mention lust!*



For Valentine's Day, the UGP Staff is busy compiling a list of the things we love — the games, the people, and the moments that give us that warm fuzzy feeling. Plus, we're trying to get Bill into a cupid outfit! That alone is worth the price of the mag, so don't miss out. (Mike, see me! — Bill)

*the horror!*




The Ringing continues! Good taste goes right out the window in the third installment. Wanna be in *The Ringing*? Send in a picture of yourself in a goofy helmet, carrying a Skullbat, to the usual address, c/o *The Ringing* and you may be selected to appear in a future episode... or not...

The background of the cover is dark and atmospheric. On the left, a close-up of a zombie's face is visible, with a single yellow eye staring out. A hand with pale, decaying skin and red-tinted fingernails is positioned near the bottom left, appearing to hold or reach towards the large number '2'. The overall tone is horror and suspenseful.

RESIDENT EVIL

2



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